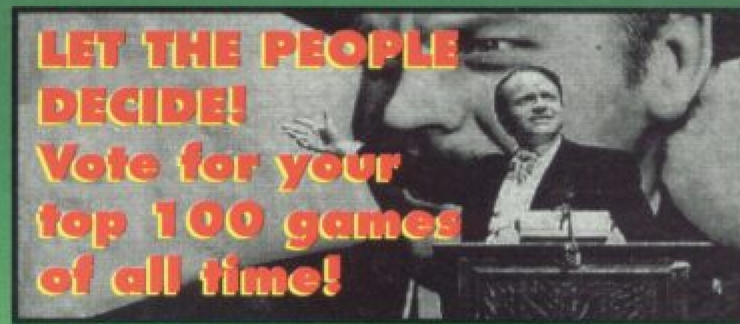
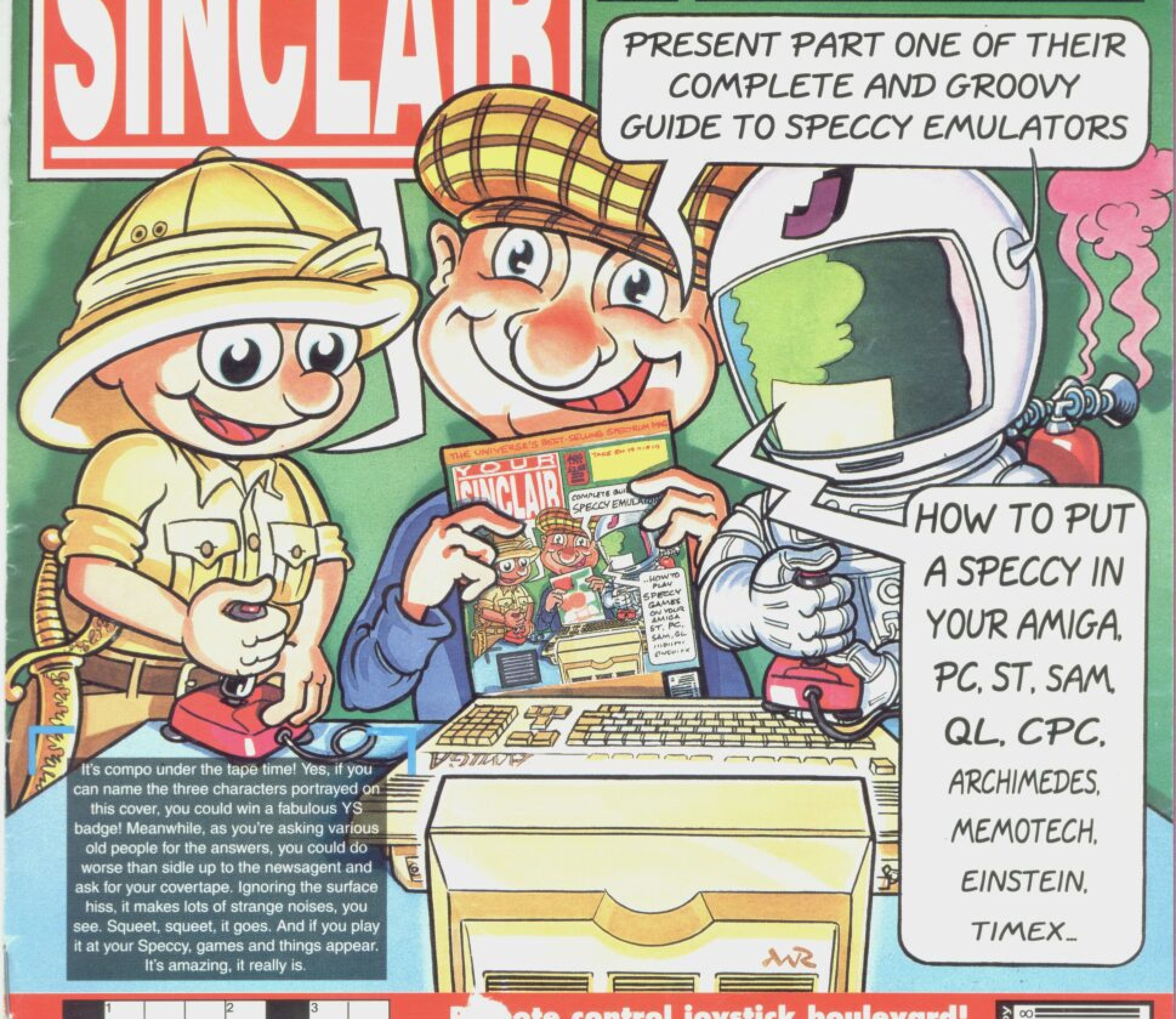
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YOUR SINCLAIR

AUG 1993 No 92
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It's compo under the tape time! Yes, if you can name the three characters portrayed on this cover, you could win a fabulous YS badge! Meanwhile, as you're asking various old people for the answers, you could do worse than sidle up to the newsagent and ask for your covertape. Ignoring the surface hiss, it makes lots of strange noises, you see. Squeet, squeet, it goes. And if you play it at your Speccy, games and things appear. It's amazing, it really is.



Port across to page 34

Remote control joystick boulevard! review of **The Remote** inside ● YS goes cock-a-hoop over **Helter Skelter** ● Gratuitous Sam Raimi trivia in **Darkman** ● Nautical clichés! It's **Skull And Crossbones** ● **SAM Exodus** – Smash TV with bunnies ● Batman Returns! ● Sorry, that should read **Tipshop Returns** ● **Dial Hard**, Spec Tec Jr and **Pitstop** form a river-widening club ● Erk

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YAHOO! LOOK AT THOSE GAMES!

REVIEWS





PREVIEW

HARDWARE REVIEW

THE REGULARS



The YS Complete Guide To... Speccy Emulators

Find out how to put a Speccy in your 'other' machine. This month: the definitive roundup for all PC, ST and Amiga owners!

NEXT ISSUE ON SALE AUGUST 3RD

DALEKS: STILL CONQUERING, STILL DESTROYING (BLESS 'EM)

Alternative, seized in the grip of generosity and generally nice behaviour, have decided to lop a large amount from the price of *Doctor Who: Dalek Attack*. (56%, last ish). Yes, citizens, that's right! Rather than pay £7.99 for the game, YS readers can get away with dishing out £4.99 (plus 85p p&p). And (and! And!) the first 100 peeps to order will receive a free (free! Free!) game of Alternative's choice (choice! Choice!) to make the packet slightly fatter and thus more prone to getting stuck in the letterbox, or something. Gasperama.

All you have to do is write out a cheque for £5.84 and send it along with your name and address to **Alternative Software, Dalek Attack Offer, Units 5-7, Baileygate Industrial Estate, Pontefract, W Yorkshire WF8 2LN**. Alternatively (a-ha-ha-ha) call 'em on ☎ 0977 797777 with your credit card number.

YOUR SINCLAIR ABC 20,775

And still damn proud of it!

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BEAUT BOX



PLAYDAYS

Alternative

PLAYABLE DEMO



The Geraldo Brothers quintet were successful for a great many number of years, touring the country with their musical act and novelty reptile outfits. The bird is a ruse.

We're in a sedate, thoughtful mood this month in the Shed. Not for us the mindless violence of shoot-'em-ups (er, except for *Megablast*). We're spurning the calculated nonsense of silly adventures (apart from *Bugsy, Part One*) and nary a trace of *YS2* or *Pokerama* remains, except for *YS2* and *Pokerama*. No, this month we're bettering ourselves. Strict exercise schedules, punishing Russian novels, intriguing philosophical questions, all these have been ignored because of the *Playdays* demo. It's an educational game, y'see, and before you leave the room, something new has been added. It's fun. Aimed at pre-school children (and you must have some lying around the house, go on, have a look) the demo features five games encompassing such character-building activities as counting, finding treasure and joining the dots. Full instructions are included in the prog, so get to it. And even if you aren't under eight, you can amuse yourself by typing in rude words when the Why Bird asks you your name, and then spend the rest of the game laughing crudely whenever it congratulates you. *(Oh dear. Andy)*

CONTROLS

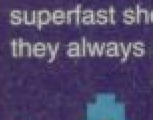
Sinclair joystick or keyboard. Q – up, A – down, O – left, P – right. Press H at any time for instructions.

MEGABLAST

Jonathan Cauldwell

COMPLETE GAME

The man is back, with another smart game. Basically. After last month's puzzler *Pipework*, Jonathan C put his mind to writing a superfast shoot-'em-up. And you know, they always used to have that wide-smile moral You Can Do Anything You Put Your Mind To at the end of imported family sitcoms, so that's what he's a-come up with.



There's a plot of sorts to *Megablast*, but as it's 'of sorts' in the 'entirely crap' sense, we'll dispense with it. There are 16 levels, and on each you have to rescue a number of hostages. This is achieved by shooting the carrier ships then catching the hapless blokeys before they get sucked off the screen and, er, into a sprite buffer, or something. Other ships, if similarly blasted amidships, will reveal extra smart bombs, and there's a plethora of antagonistic enemy space galleons to deal with, flitting back and forth across the screen like confused moths in an effort to drive you against the projections studding the ships. It's a sort of vertical *Uridium*, y'see, where you fling yourself up and down aircraft carrier-types, swerving to avoid tall things. And the speed's a bit on the high side, to say the least, so watch out for that law of the conservation of momentum.





Dodging the alien death ships of Zib, Vernon tore for the checkout. His state-of-the-art head-up display flashed the message he had so long been waiting for. Finally, he'd located a bag to put his cornflakes in.

CONTROLS

A very strong joystick or definable keys. M – smart bomb. Probably.

SAM KABOOM!

Quantum

SAM SHAREWARE GAME

Well, the bad news is, it's a puzzle game. No, wait, come back. Damn. Taxi! Follow that fleeing crowd of Coupé owners.

Now come on, be sensible, you can't possibly keep up this pace forever. Okay, look, we'll just drive alongside for a bit and tell you about the game. Simon Forrester's a dab hand at this particular number, we've flown him in by helicopter to explain things. Okay, lower him down, but do at least try to keep out of the heavy traffic.

Hello. Load up the game and read the instructions (and the registration details). Rather than repeat those, I'm going to give you a bit of help with basic minesweeping. Firstly, try the four corner tiles. If you are even slightly lucky, this will reveal a large amount of safe squares. As each numbered tile reveals the number of adjacent mines, the rest is a process of elimination.

Here's a diagram of a typical section. Tile A is a mine as it's the only unswept tile adjacent to the 1 in the corner. However, we can also work out that D and E are mines, as the square marked 3 has only two other adjacent unswept tiles.

	d	e
b	a	3
c	1	1

Square C is perfectly safe, because we've already worked out that the 1 to its east refers to square A. Simple, huh? In the same way, B is also safe.

That, basically, is the way you work out the whole level. If you want to mark a mine so you don't accidentally sweep it, you can place a handy flag to remind you. And! *Kaboom!* saves its high score table when you complete a level, so keep a write-enabled disk in the drive. Right-ho, winch me up. B-bye.

CONTROLS

Joystick or cursors, N – place flag, M – sweep square. Full instructions in game.

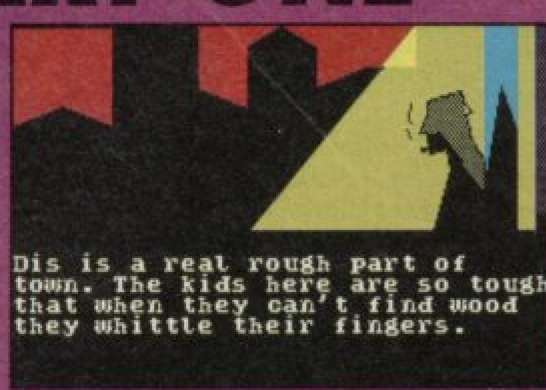
BUGSY, PART ONE

St Bride's

SILLY ADVENTURE

Fresh from their triumphant tour of The Very Big Caves, the gels at St Bride's have come up with another hit featuring (chuckle) a cute little pale blue rabbit with a machine gun. (Announcer is bundled aside by a cute little pale blue rabbit with a machine gun.)

Okay pal, take five. Hi kid. I hear ya got a computer at home. Real nice computer. Shame if anything should happen to it. Stop staring, kid. I don't like bein' stared at. Aintcha never talked to a three foot high blue rabbit before? Anyway, like I wuz sayin' – ain't nuthin' gonna happen ta dat nice computer of yours. Not if ya take advantage of my offer. First of all I wantcha ta buy dis mag. Which I hopes you haz already done, or else you must be some kind of low crook. Den I wantcha ta load dis game. Den I wantcha ta help me ta take over all da mobs in Chicago. Don't worry. It don't involve nuthin' illegal. Not unless ya count the odd bit of theft, extortion, murder, robbery, bribery an' corruption an' that sorta thing. Right now I got nuthin'. No cash. Not even a gun. I wanna run da biggest gang in town. I wanna drive fancy cars an' live in plush hotels. I wanna be Public Enemy Number One in place of dat fat wimp Capone. It ain't much to ask. Not if ya wanna keep dat computer healthy. Okay, Chuckles, you're back on. And keep off da wisecracks or I'll mess ya up.



Ya dumb bunny. What did ya want to come down here for? It's all over now. Next time, bring some muscle. Look, check da clue box. Er, sorry. Cheeses.

Oh blimey. Er, er, er, yes! Indeedy! In the first part of this silly adventure featuring a *really great* rabbit, you have to round up a gang and raise a little starting capital.* There's a smart speech menu sort of thing whenever you talk to someone, and plenty of bad, er, *great* jokes and violence and things. Can I go now?

CONTROLS

The usual adventurey things, plus TALK TO character to enter speech mode, CASH, TIME, TEXT/GRAPHICS to switch the pictures on and off. It's a bit tough to start with, so shift all the letters in the next couple o' sentences one character to the left for a handy clue. FOUFS CBS. BUUBDL IPPET. UBML UP MPVFZ. CVZ NBTL. QMYEFDH KXTTFB. POMZ KPLJOH.

GEOGRAPHY

Muad'Dib and Drozol

PD DEMO

In keeping with our newly-instigated self-improvement policy, this sunny demo hailing from educational Poland contains 15K or so of vitally trivial facts about the Speccy demo scene in the world today. All you have to do is to type in the name of the country you want to investigate, and ping! most of the facts and all the goss will unfold on screen. There are three bonus parts concerning the three hottest hotbeds of Speccy activity, and – bit of a warning, this – there's even some searing social comment concerning both religion and a frightening far-right religious group that is sadly gaining popularity in Poland even as you read this. YS – all the news, first(ish).

As a postscript, or, more correctly, a second paragraph, the entry for Britain (annoyingly you have to type England) boasts just two groups – our very own Steve 'Mention washing and I'll deck you' Anderson's Total Eclipse, and, er, somebody else. (Sorry.) If you've been tinkering around with thê Speccy, and we know a lot of you have, send a sample prog and your name to Muad'Dib (address in the demo) and let's see if we can't fatten up that blurb for *Geography 2*, eh? (Though in slightly more than a Harmless-Mostly Harmless sense, we trust.)

CONTROLS

Wait for the intro to unfold (press SPACE as soon as two logos appear on screen simultaneously) then press SPACE and type in the country of your choice. If you get stuck, type HELP.

YS2

BONUS PROGRAM

Y-Not Software/Delta 4

We tried, we really did. But the new text reader thang so proudly mentioned by the inlay failed to appear in time, so it was back to pilfering the *Sceptical* program. Aarghh. Er, anyway, the Y-Nots laboured to bring you thought-provoking pages of insight and wit, but have failed yet again, so here are some more silly things. You can follow two utterly conflicting new theories on the secrets of The Prisoner, read the bestish bits of The Thing Monthly and discover the 20 best ways of killing yourself with a parsnip. *(Oh, please, no. Andy)*

CONTROLS

Dial in three digits corresponding to the page you want to peruse.

POKERAMA

The Hooded Tiger has redoubled his efforts to dispose of Jon North, but our wily hacker has eluded the arch-villain's agents at every turn, including that rather sharp one you have to do to avoid the coffee machine at the bottom of the stairs. There was a sticky moment when Jon was actually captured by Colonel Kernel, the Tiger's computer expert, but he only wanted an infy lives hack for *Count Duckula 2*, so that was all right. (Burst of static.) *This is The Hooded Tiger. My agents will eliminate North, leaving the way clear for me to rule. This I pledge on the sacred Mask of Zemnon. Hahahá hahaha!* (Burst of static.) Blimey. Dramatic, eh, readers? (If not entirely convincing.)



'Target' Jon's marked POKEs this month are...
Chain Reaction – infy jets, radiation and time
The Flintstones – infy time
Ghost Hunters – infy macho energy
Plexar – infy lives
Happiest Days Of Your Life – infy lives
Hades Nebula – infy lives
Star Runner – infy time

TAPE WON'T LOAD?

Then wrap it up with a sae and send it post-haste through the post to YS Covertape Returns, Ablex, Harcourt, Halesford 14, Telford TF7 4QD. An oven-ready replacement will crash through your door in 28 days. Provided you send your tape to Ablex, of course, and not to use. Because we'll just put the inlays in our big recycling box and chuck the tapes in the bin. *(He'll do it! He's a desperate character! I've seen him throw away foolishly misaddressed tapes before! Andy)*

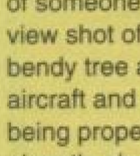
*Rob people.

THE SHED CREW

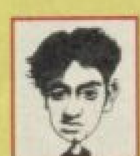
This month, the Shed Crew have decided to form an independent company and make a film, having been inspired by Jonathan's endless tales about Sam Raimi, and only slightly bullied.



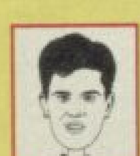
Jonathan Nash
'I'll be the director, of course,' said Jonathan. He produced sheets of paper covered in diagrams explaining how it was entirely possible to film a point-of-view shot of someone falling off a building, a point-of-view shot of someone being sprung from a bendy tree and colliding with a low-flying aircraft and a point-of-view shot of someone being propelled into the Earth's core by a gigantic air-ram, using only six lengths of wood, a handful of nails and some good, strong rope. He then disappeared into the Shed to build the camera rigs with instructions that someone should write a script that would encompass all his brilliant camera angles.



Andy Ounsted
'I'll compose the soundtrack, of course,' said Andy. 'I envisage a kind of Ramones-The Sweet-DOA-Die Toten Hosen-Nancy Sinatra atmosphere to the film.' He then disappeared into the Shed to edit together his vast collection of records with instructions that someone should write a script encompassing all these moods.



Rich Pelley
'I'll be the star, of course,' said heart-throb Rich. 'We'll have an extensive advertising campaign consisting of posters of me to woo the female audience. And my character should be someone tough but human, and perhaps brood a bit.' He disappeared into the Shed to practise his emoting with instructions that someone should write a script including an affecting, cathartic scene involving a pair of flared trousers.



Dave Golder
'I think I can make this work,' mused Dave as he jotted down the others' script demands on a notepad. 'It's possible to integrate Andy's music with Jonathan's camerawork, and have Rich as a hero with flares, but we'll need lots of Daleks.' He began writing furiously.



Philip Kiernan
Philip listened to Dave with interest. 'Mmmm,' he said. 'Mmmm, I take your point. But you're wrong. This script needs pirates.' He began writing furiously.



Simon Cooke
'No it doesn't,' said Simon. 'This script requires a private detective,' he added predictably, and began writing furiously.



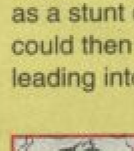
Simon Hindle
'I've designed a revolutionary new system that will allow us to play the sound directly to a recording studio via the phone, so we can work entirely on location,' announced Simon. 'The only slight drawback is that everybody will have to speak in incredibly high-pitched voices so the modem picks them up.'



Simon N Goodwin
'I'll supply Speccy-generated effects,' said Simon. 'Rich will have to be made up to look square, to avoid attribute clash.'



Craig Broadbent
'I starred in a production of Romeo And Juliet,' offered Craig. Dave agreed to write a scene where Rich avoids the Daleks by climbing a balcony, using Craig as a stunt double. Philip added that a pirate could then knock Craig off the balcony, leading into Jonathan's plummetting shot.

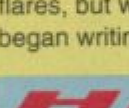


Phil McCardle
Phil magnanimously acquiesed to the other's request that he handle the pyrotechnics with hardly any violence at all.



Simon Forrester
'I'll be the studio representative,' said Simon, put on a suit, fired everybody, rewrote the script, changed the ending and remade the film with an American cast.

HIGH SCORES



Something good about a game? Then you'll find it next to this attractively-designed symbol (even though the teeth are a bit odd). (Oi! Andy) Yes, if a game has points of merit, this is where we'll summarise 'em.



Conversely, this is where you'll find the detrimental portions of a game. Crisp, scathing comment or minor whingeing, this is the box for all things bad. And, as a bonus, there are no oddly-drawn teeth in this illustration. (Go away, Andy)

99%

And the final score goes here. 50% is taken as a strict average, and anything above 90% earns the fantastically revered title of YS Megagame and guaranteed success as Lucy Conifer, thrice winner of the Rabbit Hutch Architect Of The Year award, or something.

YOUR SINCLAIR

Hello all. Before we start, some very good news: Linda has been discharged from hospital. Yes, YS's beloved ex-Ed and all-round flower child has shucked off the restraints of illness and tripped out merrily into the world once more, or something. Hurrah!

Right, down to business. Magazines are a bit like films, you know. There's a lot of planning beforehand, everything's done in the wrong order, the contents are changed as you go, and then it's all put together at the end. So, although this is one of the first pages of the mag from your point of view, it's one of the last from ours. And as we've just heard something of YS-shattering importance, it's one of the few pages left to pass that news on to you. And it's dead important news, make no mistake. In fact, it's so important, I can't quite decide how to break it. Oh, look, I'm just going to tell you straight. (Deep breath.)

YS is closing down. Yes, after a decade as the world's most crap Spec mag (in a funky skillo sort of way), Your Sinclair is turning the sign on the door and putting the chairs on the table, or a similar metaphor of your choice. No doubt there will be many people saying, 'Ha! Told you so,' but remember! The Speccy was pronounced dead by those 'in the know' back in 1987, and every year after that, regular as clockwork. Even now, there are still millions upon millions of Speccies in the world, and more than enough Spec-chums to keep on going until we finally reach the future. It's just that YS won't be there with you.

Now come on, stop blubbering and dry those eyes. You subscribers – wipe those noses. You'll be refunded in full on your remaining issues when the time comes. And the rest of you, chin up, because as a valiant and unnecessarily loud goodbye sort of gesture, the very last YS – next month's – will be a 68-page bumper spesh, stuffed to the brim with features and surprise guests and other things (he says in an attempt to distance himself from the alarmingly BBC chat show-speak into which the sentence seems have deteriorated). Since YS is just about the longest-running computer mag of all time (apart from probably quite a few others), loads of famous journalist types have been involved with it, so there are plenty of people ready to contribute to the farewell ish.

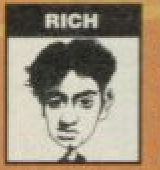
(In fact, if you've got a warm memory of YS, or a funny story that may possibly involve YS at some point, I'd like to hear from you. Send your blubby reminiscences to 'Bye, YS, 30 Monmouth Street, Bath BA1 2BW.)

But let's not get all depressed and mopey. There's still this penultimate ish to get through, and what a fine and only slightly crap mag it is! Turn the page, pilgrim, and together we'll see what unfolds! Well, actually, we already know, having completed three-quarters of the ish, which brings me back to my original point in a rather neat and cleverly circular manner.

Jonathan

HELTER SKELTER

Audiogenic/£3.99
☎ 081 861 1166



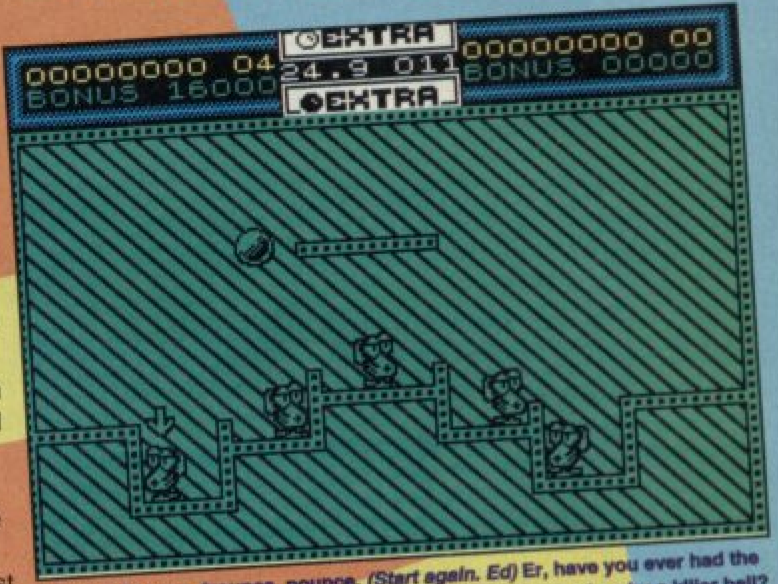
Remember *Pang*? Wasn't it great, considering all you did was move a little man left and right and fire vertically at things? And what about *Bubble Bobble*? A veritable classic, even though all you did was jump a little dinosaur around blowing bubbles at baddies. In considering the criteria necessary to define a good puzzle game, it would seem simplicity features pretty near the top of the list – basic gameplay, simple controls and short, one screen levels usually do the trick. A simultaneous two-player mode (which the above games also boasted) would also seem like quite a good idea because, employing a phrase we reviewers like to slip in surreptitiously when rating two-player games mainly because it sounds a bit rude, whatever you do in life, the chances are it'll be more fun with a friend.

So then, let's just recap. A successful puzzle game needs to be instantly playable and ideally incorporate a simultaneous two-player mode. And, a-ha, *Helter Skelter* is instantly playable and incorporates a simultaneous two-player mode, so we could be on to something good. Or possibly not. But that's the lot of the reviewer, so you needn't worry about it.

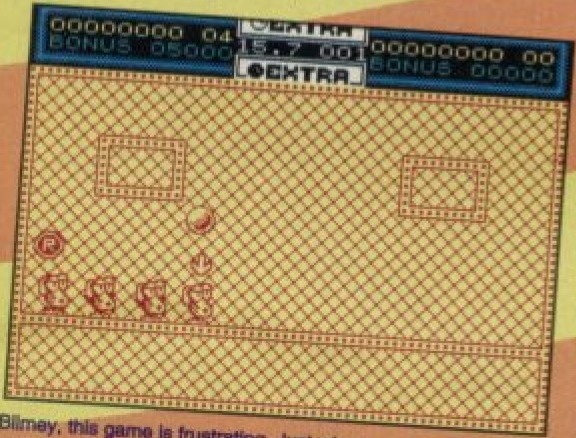
Grenville Thripp*

So what's it all about? You play Billy the Ball who has to advance through 80 single-screen levels by squashing all the monsters who are wandering around the platforms of each one. The snag (and challenge) is that only one monster (highlighted by an arrow) is vulnerable at any one time, and if you hit any others by mistake then they split up into two smaller baddies meaning that you have more baddies to squash to complete the level. And considering how tight the time limit is, this is not a terribly good thing.

Helter Skelter is one of those 'real-physics' jobbies you must have come across in some form by now. Rolling the ball Left and Right, you bounce around by pressing Fire which exerts a 'downwards force'. So if you are stationary on a platform, then pressing Fire pushes you against the floor which in turn shoots you up in the air. A subsequent Fire on the way down bounces you higher, whilst a press on the way up reduces your bounce. The 'real physics' part of this lies in the fact that this is, of course, a perfect working example of Newton's second law, Every Action Must Have An Opposite And Equal Reaction. Mr Jones, my old Physics teacher, would have a field day if he ever got to see this.

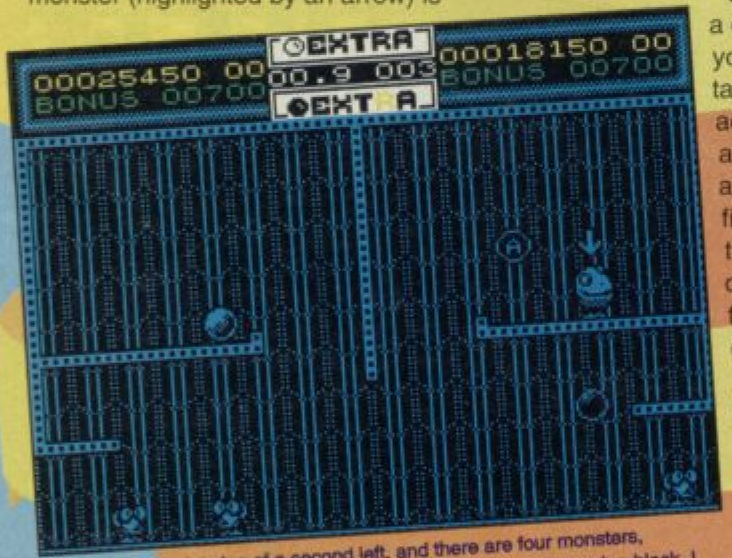


Bounce, flounce, trounce, pounce. *(Start again. Ed)* Er, have you ever had the feeling of being watched? Or in this case, of being dropped on by a killer ball? *(And again. Ed)* I'm worried, Doctor. It can't be simple paranoia – there's a big arrow over my head. I keep getting the feeling I'm being watched – by a ball.



Blimey, this game is frustrating. Just when you think you've conquered the controls, you hit the wrong monster, and AAaaAAArrRRRGHhh! (Sobby pause.) It's frustrating.

Don't worry – the control method is a doddle to grasp and within no time you'll be able to drop the ball on the target monster with pin-point accuracy. That is, until you reach about Level 3 where the platforms are so diabolically placed that you'll find yourself ricochetting all over the screen. Or when you reach one of the later levels and spend ages trying to squash a baddy only to discover that you have three seconds left in which to get off the platform, deftly dodge the remaining beasties, drop through a miniscule gap and... damn. Or when you and a friend take the time to plan the most effective routes around the screens and divide the workload, and player two knacks it all up. Never mind, eh?

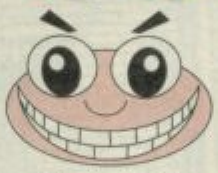


Oh, come on. Point nine of a second left, and there are four monsters, including one on the other side of the screen, hiding behind an edge-block. I can't stand it, I really just can't stand it. In fact, I'm going to kill myself with this parsnip. (Using Method Seven, to be specific.)

Anything else? Well, there are bonuses (to freeze monsters, make all monsters vulnerable, stop the clock or warp to the next level), letters (collect E-X-T-R-A for a life), and a password every ten levels. And there's a level editor as well, squirrelled away on the other side of the tape. It's very easy to use , but one thing that narked me was that you couldn't turn off the eye-wrenching backdrops.

Right. Hardcore YS fans may have noticed that, so far, I have said much the same about *Helter Skelter* as Jonathan did in his previous incarnation when he Megagamed the thing back in May 1991. They may also have noticed that, to save time and effort, I've basically just copied out his review and re-worded it slightly. (But I'm praying they haven't.) Ahem. Anyway, *Helter Skelter* is actually reasonably good – for some reason its concept is not as satisfying as that of *Pang* or *Bubble Bobble* but it's a good barg buy. ⭘

FINAL VERDICT



Nice 'n' simple 'n' addictive gameplay, unique(ish) controls, good two-player mode.



There's no difficulty curve – you just get thrown in at the deep end – and it's a tad harsh in rationing out the time.

If I had to choose between this and a stoat in the ear, I'd plump for *Helter Skelter*.

79%

*There is a connection, honestly.

DARKMAN

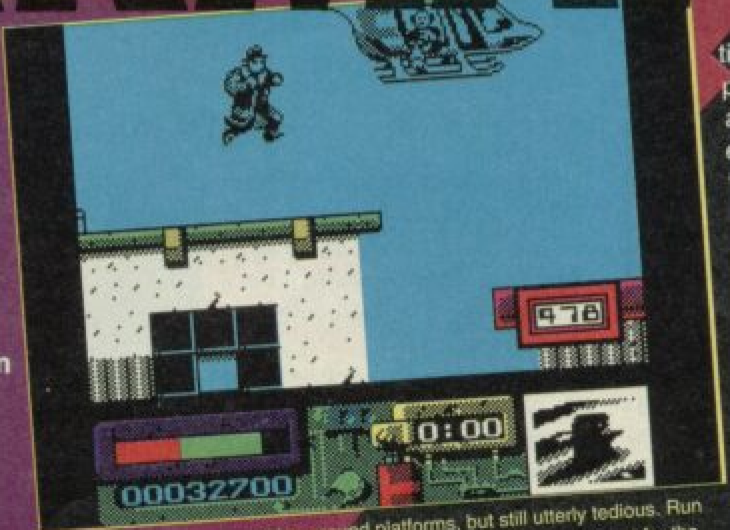
Hit Squad/£3.99 (128K only)
☎ 061 832 6633

JONATHAN



Time traps. They're a bit funny, aren't they, readers? If Johnny Alpha, of 2000 AD's famous Strontium Dog, found himself in a particularly tricky situation, he'd whip out a time trap and hurl it at the villain, dooming them to play out the last two seconds of their life forever. And, in an incident relatively unknown to the general public, Johnny visited Ocean HQ just after the original *Robocop* had been written, and detonated the biggest damn time trap you ever saw. This explains why every single film licence since has involved the picture's hero running around some platforms and fighting people, with a couple of sub-games chucked in to break up the pattern. And the 2000 AD final-frame-style twist is that every follow-up to *Robocop* has been complete tosh.

Darkman is complete tosh. In an attempt to promote some sort of reviewer-reader media interactive experience, I'll run through the game live during the review, but, to distance it from a review I remember writing in exactly the same style, I'll be wearing a hat. Okay, here we go. Level One: Chinatown. Darkman has to steal a gangster's drug money to finance his plans for revenge. He doesn't carry a gun, so it's a beat-'em-up. A flick-screen beat-'em-up, to be exact, which doesn't allow you to leave the screen without killing the bad guys. Each screen follows the same format – two bad guys wander on from the left and right, shoot at you if you're far enough way from them, punch at you if you're up close, and do nothing if you're somewhere in between. As soon as the chap on the left appears, kick him



A bit of a change from walking around platforms, but still utterly tedious. Run along a bit, jump the gaps, try to avoid the random bombs, watch out for the sense of empty despair and hopelessness, keep checking the time limit. *(Now mind you keep to that straight, relevant style. Andy)* Right-ho, Andy.

twice (if you punch people, they take three hits). Then walk across the screen, ducking the bullets, and do the same to the other man. Then walk off to the right, as some deadly blobs will immediately appear on the left of the screen and start chasing you. After a couple of screens, an invincible dog appears, running from right to left, and a few screens after that, another visibly half-hearted villain joins the man on the right. A little while later, some crap ninjas appear, jump around a bit and poke their swords in your general direction. Oh, and occasionally there'll be a screen empty of villains, but with loads of blobby things to avoid. And that's it.



Some nice touches, such as the bad guys pausing to draw their guns from their jackets, but lots of poor touches, such as the absence of gameplay.

Ha ha ha ha ha. (Maniacally)

The sub-game which pops up from time to time: The photo session. You have to snap one of the villains from a tower-block full of randomly-moving people in order to construct a mask to fool the bad guys on the next level, so they'll leave you alone. Great idea,and a funky sub-game as well. Not only do you have to snap the right man, but you have to get a clean shot – too much wall or window and the computer rejects the picture. Pity you can just leave the camera over one window and wait for the villain to pop up there, but still, eh?

Level Two: The factory. Eight-way scrolling, lots of jumping, villains who are only stunned, a crap routine which lets them beat you up five times in a row and chuck you off a platform without you getting a blow in, and dangerous machines which fling exploding things at you. Oh, and the first sight of any energy-replenishing hearts. Damn, I forgot to mention you only get one life in the entire game, didn't I?

Level Three: The rooftops. Run along and jump to avoid the grenades being fired by a helicopter baddy. The grenades are random and the explosions massive, and there's a time limit, and if you miss a rooftop you plummet to the pavement, so tediously hard is the order of the day.

Level Four: The warehouse lab. Build a bomb, run around, jump.

Level Five: Swing from Level Three's helicopter as it dips into traffic. Overhead view, over-the-shoulder-glances-at-anything-else-at-all gameplay.

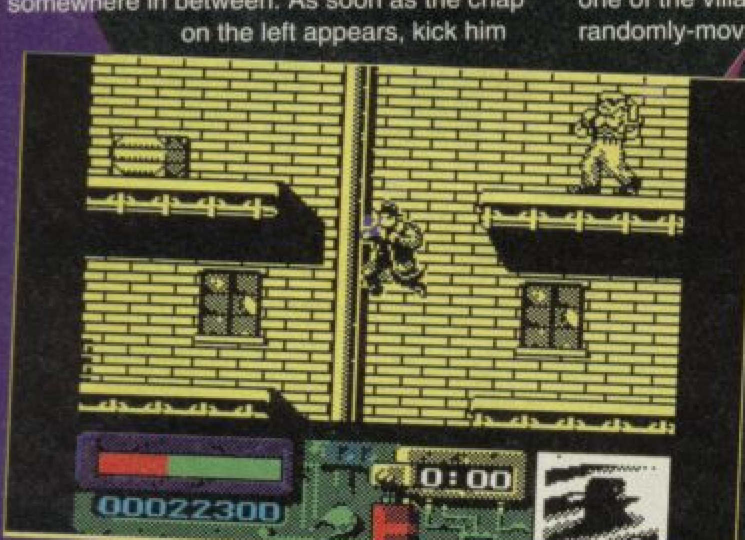
Level Six: Jump, jump, jump, push somebody off a skyscraper.

Level Seven: Drive at high speed, avoid the trees, shoot the fleeing bikers. Oh, sorry. I seem to have switched off *Darkman* and loaded up *Deathchase* instead.

So, as we come to the end of our interactive media experience, three things are obvious. One, *Deathchase* is a great game. Two, *Darkman* is not. And three, a hat really sets off my cheekbones quite nicely.



GRATUITOUS SAM RAIMI TRIVIA
Sam's father, Leonard Raimi, owns a furniture and appliance shop in Detroit.*



I think that's fooled him. Look, shush, keep your voice down. Sam Raimi has directed five pics: The Evil Dead, Crimewave (which he disowned), Evil Dead II, Darkman and Army Of Darkness. All are well worth watching, if you're old enough, and Evil Dead II is an acknowledged masterpiece of comic horror.

FINAL VERDICT



The film was really good. Nice sub-game.



Clumsy beat-'em-up bits, tedious jumping parts, one life to nurse through the whole blessed game.

Get *Robocop* instead and pretend about the graphics (and the guns).

22%

*Condensed from six pages of material and photographs by Andy. *(Damn these silly rules. Ed)*

SKULL AND CROSSBONES

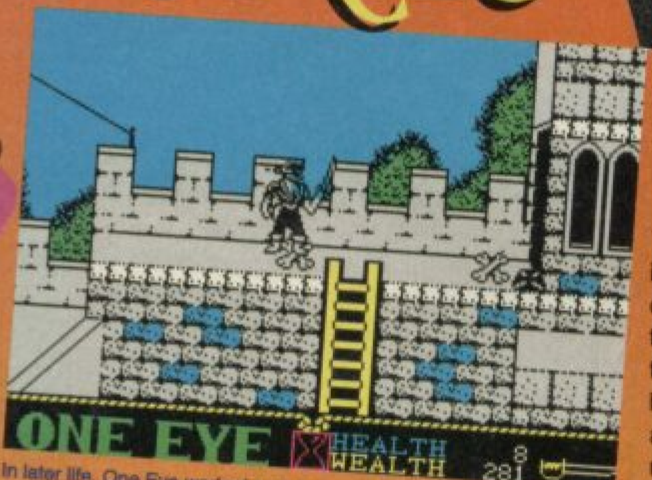


Hit Squad/£3.99
☎ 061 832 6633

PHILIP

Ar-harr! *(Start again. Ed)* 'Ello, 'ello, 'ello, what's all this then? Why, it's a skull and two beautifully shaped bones! (Knew I should have cleaned up my bedroom before now.) But think of all the fun we could have with three such simple objects, eh, readers? For starters, here's a trick anyone could master with the minimum of effort. Watching? Place the skull face up on a flat surface like so. Arrange the bones into a cross formation like this and then pull the two structures together. There you have it – a skull and crossbones! Another tweak – and it's become a literary device known as a link!

Yes, *Skull And Crossbones*, the game, (drum roll) is back. I won't say by popular demand because, well, more about that later. But, yes, the little blighter is upon us again so let's take a gander, shall we? Well, the most striking thing about *Skull And Crossbones* is that it's a pirate game (me hearties). And in the undying tradition of pirate games, you get to play the part of, and I'll just articulate this part carefully, a pi-rate. He goes by the name of One Eye, and he's a wizard with a cutlass. Not too much of a wizard, obviously, because he's managed to stick himself in the eye along the way. A smidgeon careless, I'd say. Or was it? Knowing pirate folk (well, not personally) I wouldn't put it past the scoundrel to have done it deliberately, in order to look 'ard in the company of his pirate friends. (Actually, I wonder why pirates are obsessed with wearing eye-patches? It seems every last swashbuckling sea farer is Long-Johnning around with one. Where's the variety? You'd have thought that at least one would have



In later life, One Eye worked as a tour guide. Sadly, his penchant for attacking his tour groups, robbing and throwing them over the battlements led to his eventual dismissal.

dared to be different, and, say, been hard of hearing in one ear. Mind you, this would probably have been a handicap in fights, viz: 'Draw your sword, you scurvy dog!' 'Sorry? Aaarghh.' All that one-leggedness would have caused difficulties as well. Maybe it was all an initiation test, or something. It made quick getaways a bit out of the question, whichever way you look at it.)

Tales from the poopdeck

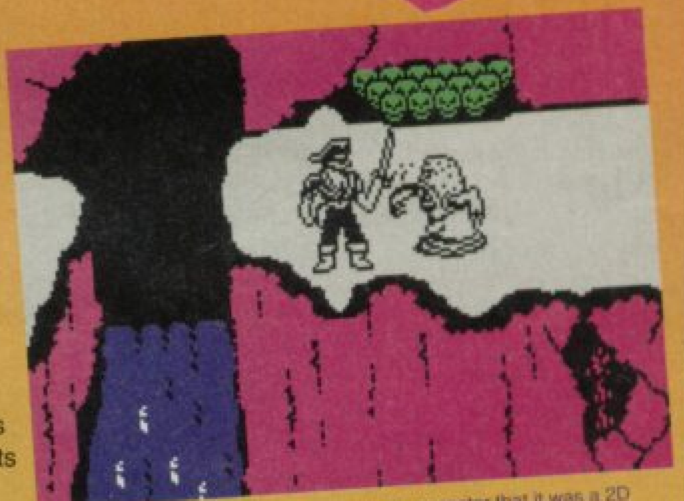
Skull And Crossbones is similarly unadventurous in dealing out deformities. Your freebooter is merely one-eyed, and has no sense of fear. Armed with naught but a sharp cutlass and bundles of attitude, he has to plod through eight landscapes, attack henchmen, nobble treasure and kill the Evil Sorceror. Yawn. Sorry, but the plot's all so tediously predictable. Actually, in its defence, the more treasure you collect, the tougher you become, which is a welcome twist sort of thing.

Uh-oh. I've just noticed the gameplay. Despite having a wide range of interesting opponents to overcome, there's really little challenge in ploughing through them. Once you've got to grips with the fighting moves, the whole thing is dribblingly easy, especially as the villains arrive in single file. And the actual levels, though nicely laid out and brimming with colour, leave no opportunities for exploring – it's linear, guiding-rein progress all the way. Oh aye, then there's the two-player mode. Would a simultaneous two-player mode have been too much to ask, hmm? Apparently, because what we're given instead is the ancient second player takes over when the first player kicks the bucket lark. Dearie me.

The biggest drawback of the lot is the dratted loading routine. When you move from level to level, you have to go through the rigmarole of feeding in the whole of side two over and over again. You can't help but

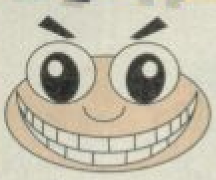


ask yourself if it's in any way worth it all, and you can't help but answer yourself, no, it's not. There are lots of impressive graphical bits later on, like the animated distressed damsel and the spinning ninjas *(Whatwhatwhat? Ed)* but these are hardly enticement enough for you to bear with it. As it is, *Skull And Crossbones* will appear on St Peter's books as 'Oh, it was a nice idea, but, hey, they didn't quite get it right.' No recommendations unless you've got barrels of patience. Which is an awful pity, really. The pirate theme has so much potential, but to date has been badly served. *Skull And Crossbones* does nothing to redress the balance. In fact, I think I'll take a cutlass to it right now. Ar-harr, take that, you swab! Arrr! (Clash of cutlass on cassette. Cutlass rebounds and impales reviewer.) Shiver me timbers, it got me. Arr, keep the map safe, Jim, and look after me parrot. (Dies.) ✪


Fortunately, Tom was able to persuade the monster that it was a 2D sprite badly integrated with a 3D background, and it slipped off, plummetting to a messy death in the border.



FINAL VERDICT



Pirates! I love 'em. Nice graphics, lots of variety, a couple of smart touches hither and yon.



Opponents with no backbone, a prehistoric two-player mode, repetitive hack 'n' slash gameplay.

Average, very average, Mr Bond. Or something.

53%

THE REMOTE



Blue Alpha Electronics/£34.99 (plus £2 p&p)
☎ 0269 826260



So you've got a joystick, right, and you're in Norway. But your Speccy, due to the fact it's got British power regulations and the like, is stuck in Britain. Fear not, brave Spec-chum, for you can still play your fave games – it's Blue Alpha to the rescue! Now all you really need is your Blue Alpha remote joystick, and an incredibly strong telescope.

Okay, I exaggerate, but if you scale down the distances, they'll still be proportionally wrong. Damn. Well, reduce them both a lot then, and juggle the figures a bit, or something. Anyway, down to basics. The Blue Alpha Remote Joystick One doohickey comes as two boxes. The first one plugs into your Speccy, and has a strange and technical looking little grilled circle on the front. The second box looks pretty much the same, except it doesn't have a Speccy on the end. Instead, it's got a joystick. You provide the joystick, and, as you don't have to worry about the Amstrad-compatible grey lead thang, you can fit just about any one your little heart desires. Probably.

So, this done, what you've got in effect is a remote-control joystick that you can sit at the other end of the room with, and use to play games on your Speccy. This may seem just a little pointless really, but think about it – when watching normal TV, the usual distance between you and the goggle box is a good couple of metres. Why, then, is it deemed quite all right to sit with your nose up against the glass as soon as you turn on your Speccy? Tch. In a way, it'll do you even more harm to be up close when using your computer than your average dose of crap TV, because with a computer game you'll be watching one object in the middle of the screen while lots of other stuff flickers around in the periphery of your vision. So why not sit way back in your comfy chair? Of course, for programming, you'll need to be a tad closer, but then for programming, you won't be using the remote control joystick anyway, so that's all right then. *(Get on with it! The entire population of the world)*

So what about the boxes? Well, when Jonathan and I carried out various highly technical tests by walking round the Shed with a box each, we discovered various things.

- There's a fab little red LED that flashes whenever the receiver, er, receives your signal (most important).
- Both boxes have a 30° signal angle.
- The whole arrangement works at up to six to eight metres.
- The boxes are both white (which has very obvious advantages).
- Nobody asks you what you're doing, so completely wasting the opportunity for you to reply wittily, 'We're boxing'.

There is only one drawback really, and that's that the boxes need batteries at both ends. That's if you're using a Speccy – if you're connected to most other computers (including the SAM) you won't need a battery at the computer end. Yes, you see, The Remote works with just about everything. Well, just about everything that has a joystick port, anyway. You just specify which computer you own when you order the device, and Blue Alpha slightly fiddle about with the insides of the box, and everything's jake. Here, I'm sure I didn't use that archaic phrase. *(Ah, the power, the power. Ed)*

For future presentation

At the moment, you can only use one Remote per machine – you can't just plug another one into port two. But! As you read this, Blue Alpha are working away feverishly on The Remote Joystick Two, which will be available for the same price as the first one. Basically, it's exactly the same thing, but broadcasting on a different ultrasonic frequency. They're also beavering away on a console-specific version, so expect lots more off-white boxes to appear before ever so long. As usual, a swift phone call to Bluey will elicit info as to the likely arrival date of said boxes. (If you listen carefully during the conversation, you can probably hear the alpha-test models blowing up noisily in the background.)

Sound ideas (sorry)

It's time to get techy, so pull on your thinking trousers and adopt the position of that famous statue, because I'm about to reveal how The Remote works. The signals that are sent and received are actually of the ultrasound variety, rather than the usual infra-red. This means you won't be accidentally starting your video when playing a game, but, on the downside, your dog will probably explode as you're approaching a high score. *(Not really. Ed)* Ultrasound signals are simply notes that are too highly pitched for any ear to hear. *(Sorry, but I had to put in that bracket. Believe it or not, there are people who'd read that bit and think, 'Blimey. Better not buy that then, eh, Fido?' Ed)* Think about it – there is a point when a tone is too high for you to hear. There are some tones that are so high, only some people can hear them. Dog whistles can be heard by dogs but not humans. *(Mind, if you did think that, you'd just be expressing the proper concern for your pets. Ed)* Ultrasound can be heard by bats, spiders, and remote joystick receivers, but is completely inaudible to most other living creatures. Fascinating.

What more can I say? It's a remote control joystick, it works, and as the only real problems are that (a) it's rather tackily put together (a definite case of rattling components) and (b) you need to balance the sender on the arm of your chair, or your knees, I'm a-recommending it (Tex).

85%

Hey, everybody, let's do The Remote!

3 STEPS TO HEAVEN



Step One
Grab your partner, grab your Remotes, and stand side-by-side with your left leg bent at the knee. Swing the Remotes in time to the music. Bob your head on alternate beats and pretend to rub the back of your right leg.



Step Two
The boy shifts his weight to the left leg and attempts to take away the girl's Remote. While the boy swings forwards, the girl swings backwards, and vice versa. The boy's left arm should be bent at the elbow and remain still.



Step Three
The boy has managed to get hold of the girl's Remote, but she was only playing all along. Gazing into each other's eyes, high-kick three steps to the left, then three steps to the right. Congratulations! You're now doing The Remote!

WRITE TO THE ED, YS, 30 MONMOUTH STREET, BATH BA1 2BW

LETTERS



Star Letter winners receive three free games! All letters win a YS badge!

Fraud. It's a tricky subject, isn't it, readers? This month, for example, I posed fraudulently as someone from Gamesmaster magazine in order to gain entry to the press screening of Army Of Darkness. This advance viewing of the pic, and its subsequent failure to open on time here in Bath, has meant I can walk around and smugly quote lines at other, envious, Sam Raimi fans. And all thanks to the miracle of fraud. Ah well, perhaps a course of answering letters will make me feel appropriately small and guilty.

YOUR ONLY COMPLAINT

I was disappointed to hear about *Prince Of Persia* not being released. Maybe you could run another SOS campaign to make Domark come to their senses. Talking of the SOS campaign, I thought your review of *Doctor Who: Dalek Attack* a bit harsh. Your only complaint seemed to be it was frustrating and too difficult. Seeing as you (and we readers) had to beg Alternative to release it, I thought the final verdict was a bit low.

Luke Chilton
Crowthorne, Berkshire

Prince Of Persia *– no room this month, but there may well indeed be a SOS coupon next ish.* (Oh no! Domark) *In the meantime, if you feel a word in season may help, Domark can be contacted on ☎081 780 2222. Ask for Colin Boswell or Jim Tripp (they're the software managers).* (Oh no! Colin and Jim)

Dalek Attack. *Hmmm. Well, with the aid of Madame Pico's rather dusty crystal ball linked up to Andy's crap bike, we can take a look at what would have happened if we'd not been 'a bit harsh'.*

(Sound of Andy revving bike. Image of Spec-chums appears flickeringly in crystal ball.)

'Hey! Wow! Look! *Dalek Attack* has received a YS Megagame! Let's buy it on their recommendation!'

(Later.)

'Oh no. This game isn't worth 90% at all. It's more like a 56%-er. YS lied to us. We'll never trust it again.'

(Image fades as the exhaust drops off the bike.)

There. See? Lucky we were honest to begin with, eh? **Ed.**

A FEW QUERIES

Yes! I also have an Opus Discovery disk drive! Please put me in touch with Anton Margion from Edinburgh, who was asking for Opus contacts. I've got a few queries of my own I'd like to swap with him.

Dave Hustwait
Bestwood Park, Notts

Ah. Oh no. Er, I've actually managed to lose Anton's address. (I must apologise for the incompetence of the Ed. He can't help it really, he's just a bit crap. Andy) *But I've carefully made a note of Dave's, so if Anton could write in again, I'll put you in touch with each other. Look, I'm really sorry, okay?* **Ed.** (There there. Andy)

NOT A FLORIST'S SHOP

PAW, the Professional Adventure Writer, is available from Gilsoft for £9.95 on tape or £20.95 on disk. Gilsoft are not a florist's shop, and are still at 2 Park Crescent, Barry CF6 8HD. What kind of music do you and the rest of the Shed set like? Stop pretending to be called Jonathan Nash. It's not funny any more. Neither are the bizarre captions and the silly pictures. The Hutch era is long gone. Try something new!

Terence Noname
Wetherby, W Yorks

Neither the silly pictures nor the bizarre captions were Hutch's. The silly pictures have been there since YS began, for flip's sake! (Pant, pant.) And the captions were invented by The Man Who Can Recite The Entire Comic Strip 'Fistful Of Travellers' Cheques' Show, James Leach. Anyway, they're more fun and, if you've received basic training in psychology, an excellent barometer by which to determine the attitude of the writer and the circumstances of the caption's writing, or something.

Musically, we're a bit of a mixed bunch. I asked around, and these were the answers. Q: How would you describe your musical tastes? Andy: All over the shop. Stuart: Immaculate. Simon Forrester: Completely diverse. Dave: Anything of which you can't hear the lyrics. (It must have lyrics in the first place, though.) Leigh: Erasure, Erasure, Erasure, Erasure, etc, etc, etc, etc. Philip: I'm sorry, he's not in at the moment. Can I take a message? Simon Hindle: The bleep bleep of a busy telephone line is music to my ears. Craig Broadbent: Well, let me just play you my BEEP version of Axel F... Hello? Phil McCardle: Ya ha! Yahahahaha! (Lots of explosions.) Simon Cooke: Anything you can sit in a shadowy room with light streaming through shutters to. **Ed.**

CHIP FRIER

According to my biology teacher, privet stick insects usually live for eight months to one year, so Bert was ancient. And I have a friend whose mother is from Brazil, so here's a translation of the Brazilian letter from issue 91. 'In Brazil I have

PHOTO STORY

Why can't we have another photo story like those in issue 49, issue 72 and issue 80?

Jhon Pattern (sic)
London

Your wish is our command! For the full, tightly-plotted and mega-budget story of The Mystery Of The Missing Miss, you should take a look at this month's Subs Club newsletter, but here's the 7" remix for non-subscribers. **Ed.**



STAR LETTER



ANY THOUGHTS

I wonder if you might be interested in the thought of one or two of my celebrity clients being involved in your magazine in some way. I see that you have features, reviews, scatty items and fun, so I look forward to a possible call, should you have any thoughts. My clients are: Carol Thatcher, Paul Daniels, Uri Geller, David Icke, Jack Charlton, Frank Bough, Jim Bowen, Ken Morley (Coronation Street's Reg Holdsworth), Nicholas Parsons, Derek Nimmo, Simon Williams, Lewis Collins, John Altman (Nick Cotton from Eastenders), Michelle Collins (Cindy from Eastenders), Debbie McGee, Doc Cox (from That's Life), Derek Hatton, Michael Fish, David Vine, Martin Daniels, Lorraine Kelly, Lynda Baron, James Whale, Les McKeown (of the Bay City Rollers), Chris Mann and Stefanie Callister, Bryan Murray (Brookside's Trevor Jordache), Chris Quentin (Coronation Street's Brian Tilsley), Mark Eden (Coronation Street's Alan Bradley), William Russell (Rita's dead Ted of Coronation Street), Bill Pertwee (of Dad's Army), Gordon Honeycombe, Kenneth Wolstenholme, Pat Jennings, Isla St Clair, Russ Conway, Rodney Bewes, Viv Nicholson, Stuart Hall, Mick McManus, Andy Stewart, Don Henderson and Arthur Mullard.

Paul Madeley
Stockport, Cheshire

What an amazing stroke of luck. We've got an undeveloped script here (a remake of The Magnificent Seven) that would benefit from all these megastars' talent. Any fees would have to be deferred until the film went into profit (somewhere around February 2016). **Ed.**

THE MAGNIFICENT 7

They were seven – who fought like seven hundred!

STARRING



Paul Daniels as Yul Brynner
Rodney Bewes as Steve McQueen
Michael Fish as Charles Bronson
Stuart Hall as Horst Buchholz
Bill Pertwee as Brad Dexter
Derek Nimmo as James Coburn
Arthur Mullard as Robert Vaughn
and Isla St Clair as Eli Wallach



With lots of other people as the poor but honest townsfolk, or the ruthless banditos, whichever costumes fit best, really.

DIRECTED BY LES McKEOWN

been a member of a ZX Spectrum club for over eight years. Through this magazine we would like someone to donate a 128K ZX Spectrum to our club as well as several Your Sinclair magazines, new or old. We would be very grateful. We love the Spectrum. Thank you.' So there you go. You'll have to excuse me now, I'm being attacked by a chip frier.

Phillip Easton
Raglan, Gwent

We sort of guessed Bert was unnaturally old by the way people would flee shrieking when they saw him – someone who knows about stick insects (though not to the extent of being able to tell us if he was really old or not) reckoned he was a mutant, because they shouldn't really be able to grow as big as he did. The photo in YS of Bert was taken six months before his demise – we tried taking a new set, but the flash wouldn't work. Suffice it to say the wags around here were starting to refer to him as Bert the Twig Insect, or Bert the Branch. He really was alarmingly large. Oh, and thanks for the translation. Just a pity I've sent off the winner's badge and chucked away the chap's address, really. Hahaha. **Ed.** (Told you he was a bit crap. Andy)

ONLY IN CALCULATOR MODE

It is with great sadness I advise that my Sinclair Enterprise Programmable Calculator will no longer function in programmable mode – only in calculator mode. I urgently need to find someone who could correct this fault. I should also be interested in purchasing another new or secondhand Sinclair Enterprise Programmable Calculator from you.

Hugh A Davies
Cirencester, Gloucester

Hello? Sir Clive? Anybody? **Ed.**

CONTROL A DRAGON

The subject on which I am writing perturbs me greatly. The *Magican* demo as reviewed in Public House not only features music stolen from *Auf Wiedersehn Monty*, but the title screen has been nicked from the utterly brilliant *Thanatos*, one of the few games in which you actually control a dragon.

I think it's disgraceful that people just hack into other people's programs for the sole purpose of stealing their ideas.

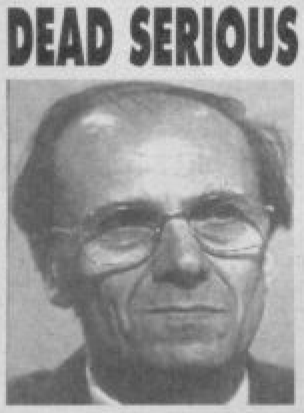
Alexander Young
Summerton, Oxford

I've already been ticked off for this one. Chris Buxton, Total! bod and old Speccy lag, came rushing into the Shed after reading ish 89 with exactly the same bit of news. In my defence, I have to say I've never played Thanatos, and anyway, it had a decidedly dodgy plot where you were supposed to be a 'good' dragon but ate people and burned down villages regardless, so there. **Ed.**

I READ ON

When I saw the two reviews for *Nigel Mansell's World Championship* and *Street Fighter 2*, I thought, brilliant! Can't wait to buy 'em. Then I read on and saw that both games were 128K only. I have only a 48K

NORMAN TEBBIT'S DEAD SERIOUS CORNER



RATTLING AROUND

My son ordered a +D interface and disk drive from Datel Electronics after reading their advertisement in the May issue of YS. He spent quite a lot of his hard-earned savings – £129.99 – on these items. The reason I am writing to you is to let you know how appalled I was to find that the units had just been thrown into a box, and were rattling around! On contacting Datel customer services, I was greeted with a snooty 'We've never had any complaints before.'

I have written a letter of complaint to Datel, and am at present awaiting their reply, but I thought I would inform you of what has happened, as it might save some other enthusiastic Speccy youngster from suffering the same disappointment as my son. Surely Datel must realise that disk drives are very delicate pieces of equipment which need to be carefully packed for safe transit? Or could it be that they just don't care, having received the money? Makes you wonder.

Mrs E Wilson
Brighton, Sussex

Well, I got in touch with Lynn Colley of Datel (right of reply and all that)' and her answer is printed here, in its entirety and without Eddish judgment. Mmmm. **Ed.**

'We were very shocked and sorry to hear that Mrs Wilson was upset when her son received his order in a jumbled state.

'I would like to assure Mrs Wilson that we have an excellent Packing Department, who take great care when packaging our goods for despatch to our valued customers. Also, each item that we sell has specially designed inner packaging developed for maximum protection during despatch.

'We are very sorry that the package arrived in a jumbled state, but we would like to stress that this is an unheard-of occurence from Datel's customers. I would also like to further state that each customer of Datel Electronics Limited is treated with the utmost respect and care at all times.'

OH SWEET MYSTERY OF LIFE (Part three of what looks suspiciously like becoming a regular corner in Letters.)
The saga continues as yet more readers write in with their guess at Mike McRoberts' unknown '3D *Life*' game. (You remember – 'it had small cell-like spores floating around and mating with each other and some bad spores ate the good spores and you had to help kill the baddies.') So without further ado, it's over to Stuart Campbell with this month's contestants.
Lewis Johnson of Durham City reckons the game in question is US Gold's *E-Motion*. 'I can say this in total confidence,' states the totally confident Lewis. 'You had to whizz around in a small craft and shove identical spheres into one another to make them disappear. If you pushed together different spheres, they formed a third one. And I do know what I'm talking about,' he adds in total confidence. *Stuart's comment: Naaah.*
KRW of Penclawdd in Swansea suggests the game is Bulldog's *Spore*. 'It's about a little spore,' he argues convincingly, 'who runs about a maze, shooting lots of little spores. You gave it 3 out of 10, and it should have got 8.' *Stuart's comment: Accurate on the spore front but in no way at all 3D whatsoever in any form.*
Peter Hurst of Newark in Nottingham is a little less sure. 'I'd say the game is *Deus Ex Machina*, which I saw a review of ages ago. Have I cracked it?' *Stuart's comment: Eeeeeeeerrrrrrrrrrrrrrrrr, no, you're wrong.*
Andrew McCarthy plumps for '*Forbidden Planet* from the funky bods at Design Design'. *Stuart's comment: Hardy har.*
Justin Williamson from Kirkintilloch in Glasgow ripostes with, 'It's *Fat Worm Blows A Sparky*. That's 3D, and you've got to go around the place munching little spore-type thingies.' *Stuart's comment: No you haven't.*

So, another low-scoring round. If you've got any idea as to what Mike's game could be, write in to Oh, Sweet Mystery Of Life, Letters, YS, 30 Monmouth Street, Bath BA1 2BW and we'll let Stuart ridicule you in front of thousands. Or possibly congratulate you profusely in front of thousands if you're actually right. But such a circumstance is looking pretty unlikely at the moment, so be prepared for the ridicule.

Speccy. Could you give me some advice on what to do now?
Rufus Matthews
Spiluby, Lincs

Er, upgrade. **Ed.**

SAID FAULTY MERCHANDISE
I am writing to complain about the quality of your tapes. Only a mild complaint, considering the fact that most of your merchandise is very good, but, as a regular customer, I find that about a third of my games won't load, or refuse to work the way they are supposed to be. Anyway, rather than risk bankrupting myself by returning said faulty merchandise, I thought I'd write and see what could be done.
Martin Horgan
Dunmanway, Co Cork

'Customer'? 'Merchandise'? How horribly businessy can you get? (Apart from using the word 'product', which is a capital offence in most countries. Well, it should be.)
Anyway, my advice is, er, to send the tapes back to Ablex. Basically. (This advice business is a lark.) **Ed.**

MORE EXPENSIVE
I am, if I do say so myself, a loyal YS fan and I'd like to inform you that over in Ireland I'm having to dosh out £3.21 per ish. That's 71p more expensive than normal.
Robert Kirwan
Wexford, Ireland

What I've never understood is why stuff from HMV costs something-and-one p more than in other shops. **Ed.**

HANDY APPLICATIONS
Please find enclosed a high-density disk. If your Apple Mac is a LC or LC2, and if you have any version of BASIC or any other handy applications, please could you send a copy back in the envelope provided. I think YS is cool. Thanks.
Ashley Atkins
Oswaldtwistle, Lancs

Hey! This sounds like an excuse for a wacky, zany, YS phone call!
(Ring ring.)
Hello, is that FAST?
Yes indeedly doody.
Here's the address of Ashley Atkins – he's a software pirate!
Wow! Thanks!
Ho ho ho! We're just a crazy bunch of funsters. **Ed.**

BLOCK OF MEMORY
I'd like to give some comment on the lack of support for the SAM among the major software houses. After all, how much would it cost to upgrade a Speccy game and put a Coupé version on the B-side of the tape? All it would require is a replacement for the routine that prints the 8x8 UDGs used in most games. Just page in another block of memory with the new routines and display the 8x8 graphics using a new colour character set that would take 32 bytes per character and a sprite routine doing something similar before continuing with the Speccy code.
Paul Crompton
Newtown, Wigan

Brilliant! There are only two things I can find fault with. One – it's not quite possible to follow what you're talking about. Two – the last game to use an '8x8 UDG' was written in 1984. (Give me strength.) **Ed.**

LOADS OF GAMES
If someone swapped my Speccy for an Amiga, I would sell it and buy a new Speccy with loads of games and accessories.
Greg Unwin
Amersham, Bucks

But you'd just be back where you started. Hurrah, though. **Ed.**

TRAINSPOTTERS



THIS IS A MISTAKE
In issue 90, Spec Tec Jr gave the phone number for Cheetah as 0222 867777. This is a mistake – it has changed. The number should be 061 707 7080.
John Turner
Parbold, Lancs

He's right! But I'm still not going to give you a Trainspotter, because ITV have stopped showing Rolf's Cartoon Club. **Ed.**

NUMBER 8, NUMBER 7
We're taking time out from revising to claim a Trainspotter. The mistakes occur in July's Killer Kolumn. Dave Golder made a bit of a hash of the Who's Who In Deep Space Nine box. The identifying numbers have been mixed up quite a bit – Number 5 should be Number 7 and Number 6 is really Number 8. Number 7 should be Number 6, and your Number 8 is really Number 5. So now you know!
Edward Sykes and Dave Martin
Lancaster Uni, Lancaster

Yup. YS stands guilty as charged. Except! Dave didn't make the mistakes at all – I did, when typing it in. So, no Trainspotter! (Hey, we can be just as picky as you.) **Ed.**

SMALL PRINT



Hello? Hello? Click. Brrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrr.
Stephen Pert
Gt Yarmouth, Norfolk

But a far more satisfying one is sending back freepost junk mail envelopes with bricks inside them. Or, if you've got a redirect facility on your phone, asking the double-glazing company representative to hold on while you put your mum on the line, and sending them to Tel Aviv airport on 010 9723 971 2484. (Send only £9.99 for the YS Complete Guide To Revenging Yourself On Amazingly Irritating Corporations.) **Ed.**

You may knock it, but short crust is one hell of a pastry.
Dan (Gourmet) Gavrovski
Deanshanger, Milton Keynes
I knocked it, and it went 'squoosh'. Am I doing something wrong? **Ed.**

Way-hey! Little Ern!
David Chipley
Huddersfield
What do you think of it so far? **Ed.**
(Ruggish! Andy)

Due to a computer fowl-up there have been a number of letters sent out with the wrong information.
RC Gornall
St Leonards on-sea, E Sussex
Oh no, it's the Sussex Amateur Radio Fair again. Well, our letter was right (I've checked), so there. And how come your spelling's deteriorated since last month? As well as the above gaffes, this 'un contained 'Whats on colum', 'strength to srtength', 'satalite communications', 'suported this rally', 'concider it worth while' and lots of missing apostrophes. Radio hams? Radio people-who-can't-spell, more like. **Ed.**

I've just read your June issue – I had a spare 10 minutes.
Robert Brand
Newcastle-upon-Tyne
Ah! Ah! Ah! **Ed.**

DIAL HARD



With Simon Hindle



This month, as promised, Simon gets to grips with Internet. At least, he'd better do if he ever wants to work here again.

Hello again. Let's start in the traditional manner and talk about the Men In White Coats. You remember them – they came up with all the comms protocols and clever blippy things that go down the phone line and stuff. Well, they also invented networking, which is a very exciting thing indeed. They invented networking accidentally, while coming up with the idea of nuclear war. No, really. Y'see, they got fed up with their wonderful new bomb ideas getting lost in the post, so clubbed together and set up the Defence Advanced Research Projects Agency network, or Darpanet, so they could 'post' their ideas via computer and modems. It worked marvellously, and their ideas were never again lost, and they could happily get on with the job of making the world a far more frightening place. *(Right, kids? Ed)*

One day, in between designing yet more and far bigger bombs, one of the Men found it would be quite a wheeze to send the recipe for a really nice cake or something to one of his Men pals. And lo, the idea of networking proper was born (ie, a way of communicating with loads of other people via modem without any obligation to talk about bombs). Darpanet dropped the D and became more friendly, and laid the foundation for all the other networks operating today.

Which is where the Internet comes in.

Internet – the non-nuclear facts

There's been a bit of confusion about Internet over the years. For a start, it's not a network proper. It's just the data lines that connect the various networks – a sort of French Connection, except it isn't French and Gene Hackman has nothing to do with it. Er, perhaps a better analogy would be of a central train station – the railway lines branching off are the various networks around the world (like the university network JANET or the BBS network Fidonet), so all you have to do is ask Internet to put you on the right line. Er, maybe the French Connection one was better, actually. *(No. Ed)*

Usenet

Another feature of the Internet is Usenet. This is a mindbogglingly huge library of information, covering just about any subject you could name. If someone's interested in it, there will be a spot for it on Usenet. And the great thing about Usenet is that it's designed to share information. Every network connected to Internet becomes a Usenet site, and hence has access to all the information held on all the other Usenet sites. A true global library. And! As Internet is also just like a normal telephone network (I told you it was rather clever) you can access normal telephone network sort of things such as BBSs.

But, of course, this all costs money

All this power isn't free. Apart from the cost of the phone call (and remember folks, watch the length of those phone calls) you pay a monthly fee for connecting to the Internet. The amount varies depending which Internet computer you're calling – for example, there's a service called CIX which offers such thrilling businessy features as online conferencing, but is very expensive. The only surefire way of having a good old play around with Internet at minimal cost is to go to university, but if you're not prepared to invest three years just to mess with computers, you could try Exnet.

The hard sell

Exnet! Washes whiter than white! Kills all known germs with extreme prejudice! Builds healthy bones and healthy minds! Fits conveniently into any kitchen cupboard and comes complete with rechargable batteries. Does not involve rewiring the house or mortgaging elderly relatives, and is completely safe to give to children, although they'll probably smash it to bits, being the lovable little tinkers they are.

The not-silly bit

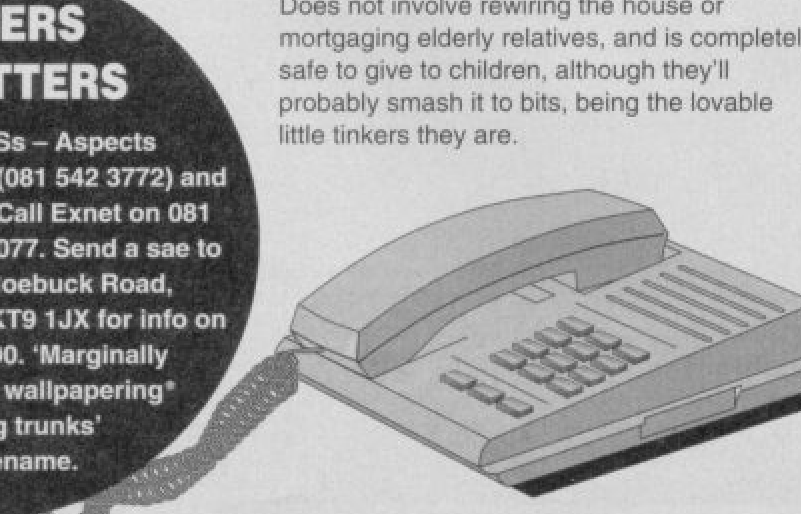
Exnet – a rather funky bunch of guys that are my close personal friends* – own a few supercomputers and an Internet feed. This means they're not permanently connected to Internet, but know a man who is, so periodically call him up and get him to pipe across all the latest Internet contents. Dashed cunning. What's even better is that Exnet is a spanky BBS in its own right, so you get the best of both worlds. Hurrah! Or, more correctly, rats. You see, I don't think it's possible to connect to Exnet with a VTX5000. I was trying and failing all last month (which is why the Internet article didn't appear), and only once managed to connect before getting kicked off. Now calm down a moment. It could be that the phone line I'm using is just too poor (I've had this trouble before), and there's a very easy way to find out for yourself. Exnet offers a free trial month sort of thing with no obligation to buy and all that sort of jargon. Basically, if you give them a call on the number printed just over there, tell them Simon from YS sent you, and they'll set you up with a trial account. If you really can't connect, all you've lost is the price of the original phone call. Blimey. I'm starting to sound like an ad, aren't I, readers? Well, while I'm at it, I may as well mention Exnet's pretty reasonable rates – for the basic service, it's £5 per month plus VAT, or £1.25 per week, or not very much at all per day. Well worth it, if you can indeed connect in the first place. Yikes.

The possibly quite good news actually

It's a bit of a blow, I know, but bear with me. I'm still compiling that huge list of places that are VTX5000-friendly, but in the meantime I've managed to discover another modem for the Speccy. Yes, it turns out that you can indeed connect something other than the VTX to your Speccy – provided it's a +2, +2A or +3. The important bit to look for is a serial port, which the Amstrad Speccies came with (as did the Sinclair 128, but it's an entirely different one and will need a bit of screwdriverish tweakery). Using this, you can connect something called a Hayes Compatible Modem. I'm not 100% of the details (as I write this, I'm still poking around inside my Speccy to make sure everything's okay) but by next month I should have all the info at my fingertips (and hopefully will have managed to stay on Exnet for more than a second). Ta-ra.

NUMBERS AND LETTERS

VTX-friendly BBSs – Aspects (061 792 0260), Sirius (081 542 3772) and Speed (0453 51112). Call Exnet on 081 297 1218 or 081 755 0077. Send a sae to BG Services, 64 Roebuck Road, Chessington, Surrey KT9 1JX for info on the trusty VTX5000. 'Marginally less trouble than wallpapering* in swimming trunks' – TB Falsename.



*An obvious lie.

REPAIRS & SPARES

Spectrum 48/+ repair	£14.99	Spectrum+3 Computer	£79.99
Spectrum +2/+3 repair	£24.99	+2A/+3 Power Pack	£18.99
Membranes	£14.99	48K/+ Power Pack	£12.99
4 CF2 Blank Disks	£8.00	+2/+3 Instruction Manual	£9.99
Watas (x5) 64K	£9.99	Other Spares	P.O.A.

For a speedy repair send machine and letter. 3 month warranty included.
To order any of the above send cheque/PO or phone your credit card number.
Omnidale Supplies (Dept YS), 23 Curzon Street, Derby DE1 2ES Tel 0332 291219

PROGRAM PITSTOP



This month, carefree CRAIG BROADBENT meets Doctor Who! Sort of. Well, not really.

On a serious note for a moment, I have to say I'm very concerned about the state of the single remix market. I've just bought the new OMD single, and while the Transcendental Constant Viper Trip mix (I kid you not) bears a striking resemblance to the remix of Erasure's Take A Chance On Me (it's put together by the same personage), what it doesn't bear any resemblance to at all is the actual OMD song itself. Strangely enough, the Erasure remix sounded nothing like Take A Chance On Me either. So, Mr Philip Kelsey of DMC (UK) Productions, if you're reading this – I am not impressed. Some people buy remixes to listen to, you know! There, that told him. (Smug grin.) ***(Er, Program Pitstop, anyone? Ed)***

SAM TRIANGLES

by Ben Hockley

Ben lives in a place in Wales, the name of which is 10 letters long and hasn't got a single vowel in it. Not that I've got anything against the Welsh, of course (he says hurriedly) – I just thought I'd mention it. Ahem. Anyway, the program. It's, er, very nice, it's from Wales, and it lets you draw filled triangles of any shape and size. The only condition is that you have to own one of those blue and white breeze blocks they call the SAM Coupé. I'll assume at this stage that you own said machine, and proceed to tell you how to use the routine. Well, firstly, you'll need the procedures init_tri and triangle in their entirety, and these can be put anywhere in your program. You'll also need lines 30 to 60 in order to set up the routine. These have to be run before the triangle procedure is called. Lines 70 to 100 just show you very simply what the routine does; Ben admits to this bit being 'slightly naff', but confidently predicts that in the right hands, some very impressive 3D graphics/animation demos could be produced. We shall see. To tweak the routine to your personal liking, make sure you've called init_tri, then simply type triangle x1, y1, x2, y2, x3, y3 where the x's and y's are the co-ordinates of each of the three triangle points. Simplicity itself, n'est-ce pas? Finally, Ben asks me to plug his new game called Pacbert, release imminent (consider it done), and asks if we want to see his other SAM routines – Yes! (A very resounding Yes! at that.)

BASIC

LISTING 1

```
10 REM Ben Hockley
30 init_tri
40 LET xtab1=20350, xtab2=20542,
clr=20229, tri=20259, sortbuffer=20302,
buffer=&5ba0, yos=-16
50 MODE 4: CSIZE 8, 8
70 DO: PEN RND(14)+1: OVER RND(3)
90 triangle RND(254)+1, RND(191),
RND(254)+1, RND(191), RND(254)+1,
RND(191): LOOP
110 REM ***
120 DEF PROC init_tri
130 LABEL mcdata: DATA 8701, 20243, 8649,
20350, 32529, 335, 192, 54, 45293, 54729,
4581, 20350, 9836, 6400, 54737, 57715,
56785, 8681, 20542, 65041, 1616, 6847,
10423, 32282, 10423, 19990, 58821, 52693,
313, 57809, 60353, 60238, 58821, 52693,
319, 57809, 7105, 4139, 51678, 19437,
23456, 41514, 60763, 42075, 50523, 48248,
1320, 824, 49635, 31429, 10428, 12291,
60161, 48248, 808, 312, 49635, 17389,
23456, 41506, 60763, 42067, 51547, 17389,
20762, 7202
140 RESTORE mcdata
150 LET checksum=0
160 FOR addr=RAMTOP TO RAMTOP+130 STEP 2:
READ word: DPOKE addr, word: LET
checksum=checksum+word: NEXT addr
170 IF checksum<>1933303 THEN PRINT
"Error in DATA": BEEP 1, -15: STOP
180 END PROC
190 REM ***
200 DEF PROC triangle xa, ya, xb, yb,
xc, yc
210 POKE 20224, MEM$(RAMTOP TO
RAMTOP+130)
220 CALL clr
230 POKE buffer, xa, ya, xb, yb, xc, yc
240 CALL sortbuffer
250 LET xa=PEEK (buffer), ya=PEEK
(buffer+1), xb=PEEK (buffer+2), yb=PEEK
(buffer+3), xc=PEEK (buffer+4), yc=PEEK
(buffer+5)
260 DPOKE &5adc, 20224: PLOT xa, ya:
DRAW TO xb, yb: DRAW TO xc, yc
270 POKE xtab2, MEM$(xtab1 TO xtab1+192)
280 CALL clr
290 DRAW TO xa, ya
300 DPOKE &5adc, 0: CALL tri
310 END PROC
```

C-CURVE

by John Metcalf

Nah, it can't be a fractal, it runs too fast! Cynicism aside, fractal or otherwise (and I don't think it is, but then we never did them in Maths), John's program draws a nice little pattern in 1.64 seconds (it says here) with variations produced by lines 9 and 10, so you can choose your favourite. What more could you ask for? Sorry; for what more could you ask? There must be some use for it... mustn't there? Only you, the readers, have the power to decide. Meanwhile, ever onward.



BASIC

```
1 REM C-curve by John Metcalf
2 FOR r=65461 TO 65535: READ b: POKE r,
b: NEXT r
3 DATA 17, 127, 63, 1, 0, 15, 16, 54,
121, 230, 6, 40, 12, 214, 4, 56
4 DATA 4, 40, 4, 28, 28, 29, 20, 21, 21,
20, 123, 230, 192, 15, 55, 31
5 DATA 15, 171, 230, 248, 171, 103, 122,
7, 7, 7, 171, 230, 199
6 DATA 171, 7, 7, 111, 122, 230, 7, 71,
4, 62, 1, 15, 16, 253, 174, 119
7 DATA 201, 12, 205, 187, 255, 4, 13, 13,
205, 187, 255, 4, 12, 201
8 RANDOMIZE USR 65461: PAUSE 0
9 POKE 65520, 182: RANDOMIZE USR 65461:
PAUSE 0
10 POKE 65520, 174: RANDOMIZE USR 65461:
PAUSE 0
```

CURTAINS

by John Metcalf



Lawks a lordy, our John certainly gets around. His second morsel this month is of slightly more use than the *C-curve*, although it doesn't look as nice. It's a screen clearing routine, in case you were a mite bored with the ordinary Speccy CLS (or, indeed, last month's Alternative CLS prog).

John's routine adds a convenient new option in just, er... 38 bytes. As the name suggests, this 'un involves a curtains effect, with the blanking beginning at each side of the screen, and working its way into the centre at the rate of one pixel column every 1/50 second. Of course, you don't get the glimpse of Mrs Sweet from number 17, but that's probably just as well.



BASIC

```
1 FOR r=65498 TO 65535: READ b: POKE r,
b: NEXT r
2 DATA 1, 224, 255, 17, 127, 254, 104,
38, 87, 118, 122, 166, 119, 125, 47
3 DATA 111, 123, 203, 101, 40, 246, 9,
203, 116, 32, 240, 203, 2, 203, 11
4 DATA 56, 231, 43, 203, 101, 32, 226,
201
5 DATA 15, 171, 230, 248, 171, 103, 122,
7, 7, 7, 171, 230, 199
6 DATA 171, 7, 7, 111, 122, 230, 7, 71,
4, 62, 1, 15, 16, 253, 174, 119
7 DATA 201, 12, 205, 187, 255, 4, 13,
13, 205, 187, 255, 4, 12, 201
8 RANDOMIZE USR 65461: PAUSE 0
```

DEAR PITSTOP

Yes, the new column that solves your Pitstop problems! If you're lucky, that is. First prob solved is last month's faux-pas with *Border Print*. The program is all there – unfortunately, so is all of *Spirograph*. Just ignore linest 10 to 70 of the *Border Print* listing and you'll be fine.

The other problem this month is from John Bond. John is having probs with issue 83's *Sprite Grabber* written by someone called Steve Anderson. Seems that the cursor moves around okay, but when he enters grabbing mode, it packs up. Any other offers of help – the usual address please!

FASTAPE

by Tom Baker

Bit of a blast from the past, this one (YS October 1987 actually). It's a fast loader with some groovy features, such as security, flashy borders and a loading countdown. Basically, find the start address and length of your code and POKE 60011, address-256*INT (address/256): POKE 60012, INT (address/ 256): POKE 60013, length-256*INT (length/ 256): POKE 60014, INT (length/256). POKE 60007, x-coordinate of countdown (0-29): POKE 60008, y coord (0-23): POKE 60015, f to set up the features and LET fast=USR 60003 to save. RAND USR 60000 to reload. Oh, and if you POKE 60006, number, that number must be present for the prog to reload. Here's how to work out the value of f.

F	Error bomb	Border	Count
0	No	No	No
1	Yes	No	No
2	No	Yes	No
3	Yes	Yes	No
4	No	No	Yes
5	Yes	No	Yes
6	No	Yes	Yes
7	Yes	Yes	Yes



BASIC

```
1 REM FASTAPE BY TOM BAKER
10 POKE 23693, 7: BORDER 0: CLEAR 59999:
LET ADDR=60000: LET L=9000: PRINT "Line
.... OK"
20 RESTORE L: READ A: IF A=999 THEN
PRINT "All data OK": SAVE "FASTAPE"CODE
60000, 715: STOP
30 LET CHECK=0: FOR F=1 TO A: READ A:
POKE ADDR, A: LET ADDR=ADDR+1: LET
CHECK=CHECK+A: NEXT F
40 READ TOTAL: IF TOTAL<>CHECK THEN
PRINT AT 0,10;"error": STOP
50 PRINT AT 0,5; L: LET L=L+5: GOTO 20
9000 DATA 40, 195, 6, 236, 195, 118,
234, 99, 28, 1, 0, 0, 0, 64, 0, 27, 6,
0, 0, 0, 0, 0, 0, 62, 0, 50, 112, 234,
205, 178, 235, 205, 60, 235, 17, 7, 0,
221, 33, 105, 234, 3402
9005 DATA 40, 58, 102, 234, 203, 191,
205, 165, 234, 205, 200, 235, 62, 2, 50,
112, 234, 42, 109, 234, 235, 221, 42,
107, 234, 58, 102, 234, 203, 255, 33,
63, 5, 229, 33, 152, 12, 8, 19, 221, 43,
5386
9010 DATA 40, 243, 58, 113, 234, 71, 16,
254, 211, 254, 238, 8, 6, 164, 45, 32,
245, 5, 37, 242, 181, 234, 6, 47, 16,
254, 211, 254, 58, 113, 234, 246, 8, 6,
55, 16, 254, 211, 254, 6, 56, 5196
9015 DATA 40, 79, 8, 111, 24, 9, 122,
179, 40, 12, 221, 110, 0, 124, 173, 103,
205, 38, 235, 55, 24, 26, 108, 24, 244,
121, 203, 120, 16, 254, 48, 4, 6, 51,
16, 254, 211, 254, 6, 46, 32, 3916
9020 DATA 40, 239, 5, 205, 38, 235, 55,
63, 203, 21, 32, 232, 27, 205, 75, 235,
221, 35, 6, 33, 62, 127, 219, 254, 31,
208, 122, 60, 32, 192, 19, 205, 239,
235, 6, 59, 16, 254, 201, 58, 112, 4876
9025 DATA 40, 234, 254, 0, 40, 11, 58,
111, 234, 203, 79, 40, 4, 26, 230, 7,
201, 58, 113, 234, 201, 237, 75, 103,
234, 120, 205, 158, 14, 121, 133, 111,
34, 105, 234, 201, 123, 230, 127, 254,
0, 5157
9030 DATA 40, 192, 58, 112, 234, 254, 2,
216, 58, 111, 234, 203, 87, 200, 221,
229, 229, 213, 197, 245, 221, 33, 117,
234, 6, 3, 221, 126, 0, 254, 0, 40, 6,
61, 221, 119, 0, 24, 9, 62, 9, 5061
9035 DATA 40, 221, 119, 0, 221, 43, 16,
234, 6, 3, 42, 105, 234, 221, 33, 115,
234, 197, 221, 94, 0, 203, 35, 203, 35,
203, 35, 22, 0, 229, 229, 33, 128, 61,
25, 235, 225, 6, 8, 26, 119, 4419
9040 DATA 40, 36, 19, 16, 250, 225, 193,
35, 221, 35, 16, 221, 241, 193, 209, 225,
221, 225, 201, 58, 72, 92, 230, 56, 15,
15, 15, 50, 113, 234, 60, 254, 8, 32, 2,
62, 0, 50, 114, 234, 201, 4749
9045 DATA 40, 33, 109, 234, 229, 35, 110,
38, 0, 41, 235, 225, 126, 203, 7, 230, 1,
179, 95, 235, 35, 221, 33, 115, 234, 1,
156, 255, 205, 248, 235, 14, 246, 205,
248, 235, 125, 205, 0, 236, 221, 5838
9050 DATA 40, 229, 229, 213, 197, 245,
195, 127, 235, 175, 9, 60, 56, 252, 237,
66, 61, 221, 119, 0, 221, 35, 201, 62, 0,
50, 112, 234, 205, 178, 235, 17, 7, 0,
221, 33, 105, 234, 58, 102, 234, 5470
9055 DATA 40, 203, 191, 205, 50, 236,
205, 200, 235, 62, 2, 50, 112, 234, 42,
109, 234, 235, 221, 42, 107, 234, 58,
102, 234, 203, 255, 20, 8, 21, 243, 58,
113, 234, 246, 8, 211, 254, 33, 195, 236,
5941
9060 DATA 40, 229, 219, 254, 31, 230, 32,
79, 58, 113, 234, 177, 79, 191, 192, 205,
225, 236, 48, 250, 33, 21, 4, 16, 254,
43, 124, 181, 32, 249, 205, 221, 236, 48,
235, 6, 156, 205, 221, 236, 48, 5856
9065 DATA 40, 228, 62, 198, 184, 48, 224,
36, 32, 241, 6, 201, 205, 225, 236, 48,
213, 120, 254, 212, 48, 244, 205, 225,
236, 208, 33, 112, 234, 52, 38, 0, 6,
197, 24, 27, 8, 32, 5, 221, 117, 5245
9070 DATA 40, 0, 24, 10, 203, 17, 173,
192, 121, 31, 79, 19, 24, 2, 221, 35, 27,
8, 205, 75, 235, 6, 199, 46, 1, 205, 221,
236, 208, 62, 218, 184, 203, 21, 6, 197,
48, 243, 124, 173, 103, 4405
9075 DATA 40, 122, 179, 32, 207, 205,
239, 235, 124, 254, 1, 201, 245, 58, 113,
234, 211, 254, 62, 127, 219, 254, 31,
251, 48, 2, 241, 216, 58, 111, 234, 203,
71, 194, 0, 0, 207, 26, 205, 225, 236,
6135
9080 DATA 40, 208, 62, 21, 61, 32, 253,
167, 4, 200, 62, 127, 219, 254, 31, 208,
169, 230, 32, 40, 243, 121, 47, 79, 230,
7, 238, 7, 229, 33, 113, 234, 174, 225,
32, 31, 58, 112, 234, 254, 3, 5084
9085 DATA 35, 32, 24, 58, 111, 234, 203,
79, 40, 17, 237, 95, 230, 7, 229, 33,
113, 234, 190, 225, 32, 8, 58, 114, 234,
24, 3, 58, 113, 234, 246, 8, 211, 254,
55, 201, 4244
9090 DATA 999
```

YIBBLE

Before I go, a few people have sent in suggestions for Pitstop, so maybe you talented boffins could set to work on one or two of these:

- **48K sound effects**
- **Fractals**
- **Speccy to PC file transfer prog using an RS232 port**
- **48K interrupt-driven music**

We haven't seen the like of any of these while I've been in charge, so let's see a bit of the earth-shaking talent that you people are famous for! All contributions (and any other programs are just as gratefully received, as well as queries and further suggestions) to me, Craig B, at YS, 30 Monmouth St, Bath, Avon BA1 2BW. Ta, and ta-ta.

TO PROTECT AND SERVE

Got a problem? Get it solved! With
SIMON COOKE



SPEC TEC Junior

Simon Cooke. What a sensible name. Roll it around the mouth – Simon... Cooke.

Private detection is a tough, cutthroat business. On the one hand you're dealing with the underbelly of society, and on the other you keep getting nasty letters from the income tax people. Well, I do, anyway. Apparently they want to know why I haven't been declaring my PI earnings for the past tax year. The simple answer is, I didn't make anything, but I don't think they're going to believe me. This calls for desperate measures. I'm going to have to break in – er, investigate their central office and remove all my records.

REBEL WITHOUT A PAUSE

I've just got ish 90 of YS and I'm able to offer some advice to Edward Sykes vis-à-vis his +3 (the best of the Spectrums!) *(Hmm. Si)* The +3 does have some probs with LPRINT and LLIST, although you should be able to get some output. The usual problem is that the +3 inserts spurious line feeds when using a lot of LPRINT commands, and also when using LLIST. Additionally, it occasionally stops with 'End of file found' when using LLIST. I've been told by two people that the cure for these LPRINT/LLIST problems is to swap the +3 ROM chips for those inside a +2A (as the +2A doesn't suffer from this problem). I haven't tried this, so I don't know if it works. Incidentally, Amstrad flatly deny that there is a problem with the LLIST and LPRINT commands on the +3, although I am aware of three machines other than my own which have a problem with it. They also deny that the sound on the +3 is worse than that on the +2/+2A. So, would readers with these two problems (sound and printer) on the +3 please contact me with the serial numbers of their machines, as I am constructing a database so that I can write to Amstrad and try to get something done about it. I need the data in order to prove that it's not just my machine that's like this. Oh yes – you were talking crap *(Steady on! Si)* when you suggested that Edward Sykes should use OPEN #4,"P": PRINT #4... What he should do is:

```
10 OPEN #2,"P"
20 LPRINT "Message"
30 CLOSE #2
```

And another thing. My reply to Mark Delaney's plea for info on the +3 disk B socket was printed in the May ish. But! Pin 13 is printed as another pin 12. Do I get a Trainspotter, as my original diagram was correct? Also, there isn't a +5V line on the socket – maybe you were getting mixed up with the expansion socket? And it's good programming practice to start interrupt routines with a DI. No, just joking. Jonathan has tried to convert me to a SAM, but although I've now got one (512K with twin drives), I still use my +3 – partly due to the fact that I can only get a monochrome picture, and partly due to the fact that I don't have any software for the Coupé! Any advice? Thanks. Now for some questions.

1) Isn't the Amstrad DMP2000 printer utterly crap? It's slow, noisy and the quality of the print can be bettered using a potato and poster paint.
2) Why SAM Coupé? Why not Harold Estate, or George Hatchback or Peter Saloon or David GT? (This is a serious question)
3) Why do people actually go out and spend money on consoles?
4) Why does gravity make things fall down and not fall up?
5) Why have there been no re-reviews of hardware such as the Multiface 3 so that those new to Spectrums can become familiar with this wonderful piece of equipment that's pretty damn vital for +3 owners?
6) Why does my computer always do what I tell it to do instead of what I want it to do?

Roland Richardson,
74 Tennyson Rd,
Headless Cross,
Redditch,
Worcs
B97 5BN

Phew! A marathon letter! One that deserves, no less, a marathon answer. As you can see, I've printed your address so that people can wang those serial numbers in your general direction. As for saying that my suggestion was crap, how about yours?

I don't understand what you're supposed to be doing – you're opening the screen channel so it prints to the printer, then printing via the usual print stream anyway. And the advantage of my method is that it doesn't crash the Speccy if you forget the CLOSE #2. Dear oh dear.

Er, well spotted on the printer port diagram. But you can't have a Trainspotter, because this is Spec Tec Jr. Ha! The reason I thought that the disc B socket would have a +5V line is because, first of all, there are ground lines (0V). Secondly, a supply voltage of some sort usually appears on all sockets – it's good electronics practice to provide some kind of support for dongles and peripherals which can't provide a power supply for themselves.

A common problem (as is loss of sound). Unless you've got a Hinari TV, your best bet is to get your power supply checked. It also contains the TV modulator, and there are a couple of tweaks that can be made to sort things out. And now, some answers!*

1) I ran a test, utilising a handy child (complete with potato printing set) and an Amstrad DMP2000 printer. The result? The child was a lot quieter, but didn't stick to printing on the paper. I spent the next few days scrubbing red paint from the walls and scouring out my computer keyboard.

2) Believe it or not, and you'd do well to believe it because it's true, this is the story behind the naming of the SAM Coupé. Back in 1987, when work on the machine was underway, MGT didn't have a name for it. They went to see one of the major high-street retailers in early 1988, and they suggested calling it SAM, because (a) it's Some Amazing Micro, and (b) the chap's son was called Sam. (Look, I'm not making this up.) After the cases had been made up, someone pointed out they looked a bit hatchbacky, and while MGT's directors were having lunch in a pizza palace, they had an Ice Cream Coupé. And lo, the connection was made, and lo the SAM Coupé was named.

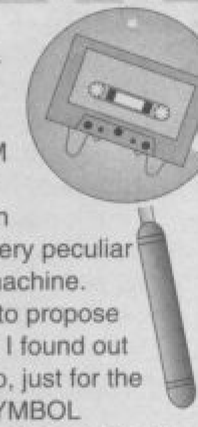
3) Because they're damn fine for playing games! If someone wants to buy a games machine, they buy a console. If they want something that can do more than play games, they buy a computer.

4) Oh, I don't believe it. Not that old chestnut again. You should try

*If you've got a Hinari, you'll have to wait for it to warm up. No, really.

CRACKED!

THINGS YOUR MANUAL NEVER TOLD YOU



People who've been playing around with ESI's recent SAM Coupé programs may have noticed that pressing a certain combination of keys does a very peculiar thing – namely it resets the machine. Believe it or not, I was about to propose exactly the same thing – until I found out that they'd already done it. So, just for the record, here it is: Pressing SYMBOL SHIFT+CNTRL+DELETE together will reset the following: *E-Tracker*, *Craft*, *Snake Mania*, *The Lyra 3* and *The Bulgulators*. I'm not sure if any of their earlier stuff will do this as well, but it's worth a go. Why am I telling you this? Well, admittedly, this isn't a Thing Your Manual Never Told You. It's more of a Thing Your Computer Designer Should Have Included As A Guideline For Programmers. Basically, I'm proposing that from now on, programmers on the Coupé should put in a facility to read the SYM+CNTRL+DELETE combination, and reset the machine accordingly. Why not just press reset? (Blimey, another leading rhetorical question there.) The trouble with the reset button is that it occasionally causes the disk drives to hang. Next month I hope to have the routines to read the reset key combinations and, er, reset, but next month is another ish, so back to this one.

THE SAM COMMUNICATIONS INTERFACE – EXPLAINED!

The SAM Communications Interface (incorporating a parallel printer port and a serial port) should really have been built into the machine originally. And when it did arrive, the information was, er, sketchy to say the least. But fear not! Hist, and I shall impart the wisdom of the ancients.

Firstly, the parallel printer interface. You only have two ports to worry about – the DATA port (232, or &E8) holds the data you want to send to the printer. You can only transmit data via the parallel port – you cannot receive it. The second port, the STROBE port (233, or &E9), holds the BUSY status of the printer, and controls the transmission of the data in the DATA port. This is how you should go about using it:

First of all, check for the printer being ONLINE. It is assumed that the printer will not be busy if you are not sending anything to it, so if you aren't in the middle of sending stuff and the printer is busy, it's either not switched on, not connected, or it's offline.

To check for the busy status, just read the strobe port, and check bit 0. If the printer is busy, bit 0 will be set. If it's not busy, it will be reset. Easy peasy. And now, here's a spot of assembly language.

```
check.online    LD BC, &01E9
                IN A, (C)
                RRCA
                JR NC, prnt.online
offline         report error
;If routine reaches here, printer is offline.
                RET
;Else go to work: D register holds data.
print.data      LD A, 247
                IN A, (249)
                BIT 5, A
                JR Z, escape
                LD BC, &01E9
                IN A, (C)
                RRCA
                JR C, print.data
;If printer unready, loop back and check for the
;escape key being pressed.
                DEC C
                OUT (C),D
                INC C
                OUT (C),B
                DEC B
                OUT (C),B
                AND A
                RET
;Send data byte, then 1 to strobe, then 0 to
;strobe, then exit successfully.
escape          SCF
                RET
;Abort if escape pressed.
```

This routine checks for the escape key while sending data to the printer (if it's ready). After the printer's been checked for a state of readiness, the data held in the D register is put in the data register, then the strobe port is, er, strobed. First it's set to 1, then reset to 0.

In the meantime, crafty hardware-oriented things happen. When the strobe is set, the data in the DATA port is put on the eight data lines going out of the interface to the printer. When the strobe is reset, this tells the printer that the data it's been getting on the eight data lines is the final version of that data, to allow the signal time to settle. The printer, sensing the strobe line going low (another term for resetting, or becoming equal to 0) takes the data from the lines and puts it in its buffer. Hey presto, you're printing!

Next month, join me for the other half of the SAM Comms Interface – the Serial Port.

working out what happens if you have a right-angled triangle where the adjacent and opposite are both of length one. Since Pythagoras' Theorem is $a^2+b^2=c^2$, or $1^2+1^2=c^2$, then $c^2=2$, and we drift into irrational numbers.
5) What a clever idea. No doubt the Ed will blatantly steal it in time.
6) Never mind that, I'm still waiting for you to sort out irrational numbers. **Si.**

ARRGHH!

I'm afraid you've got a bit confused over my letter in the May ish (Micro Drivin'). The prog was for Multiface snapshots saved onto Microdrive. If a prog called TEST was saved, when you CAT your Microdrive, you should get a list a bit like this: TEST, TEST 1, TEST 2, TEST 3 and so on. So to erase them, you could use a prog like this:

```
10 FOR f=1 TO number of files: ERASE
"m";1;"TEST"+STR$ f: NEXT f
```

There must be 10 characters between the quotes, so between the file name and the character at the end, fill in the gap with spaces. I'd also like to say that if anyone else out there has a Microdrive (sometimes I doubt it), Kobrasoft's *MT1* is a must. With it, you can FORMAT to 100K+, RENAME files, repair carts and perform complete cartridge backup copies. Lastly, I've got a little grumble. Although I think YS is a groovy mag, you do not always encourage all aspects of Speccy use, and while I'd love a full PC system, or at the very least a +D disk system, all I can afford is a Microdrive, Multiface, Timex 2040 (Alphacom) printer Speccy system. But recently, in reply to a letter I sent in, Jonathan said 'The whole Microdrive concept was a bit crap, which is why nobody has one nowadays'. Bit strong, eh? While not perfect, it is most definitely not crap, so let's see a bit more support for us less than wealthy Spec-chums!
Roy Williamson
Kirkdale, Liverpool

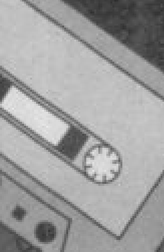
Sorry about getting mixed up over your letter, Roy. But it's all sorted out now, so everything's hunky-dory. Now about your criticisms. Here at YS we depend on readers' contributions – to put it simply, we can't print anything about Microdrives (or +3s, or whatever) unless you people send something in. It's a sort of fully-interactive multimedia experience, or something. I'm sure Jonathan didn't really mean the crack about Microdrives being crap – he's just fiercely proud of his +D (which, I hear, he picked up secondhand for £20, barg fans). If you feel we're not doing enough about Microdrives, why not send in some tips? You might just gain fame on these hallowed pages. Like you've already done by having this letter printed. Oh dear. Er, I think I'll sign off now. **Si.**

COOL IT-I'M ON THE CASE!

(Crash, tinkle.) Ah, that's teased open the window. (Detective slips into office.) Right, now to find my records. A-ha. (Detective burns forms.) Ha! As far as income tax is concerned, I no longer exist. And so to bed.

(Detective is awakened next morning by people tearing apart his office.) What do you mean, there isn't a PI agency here? Oh no! I must have accidentally broken into the Bath Detective Licensing Bureau. Curse my sense of direction! This is going to take some explaining. In the meantime, send your problems to me, Spec 'Honestly' Tec Jr, YS, 30 Monmouth St, Bath BA1 2BW.



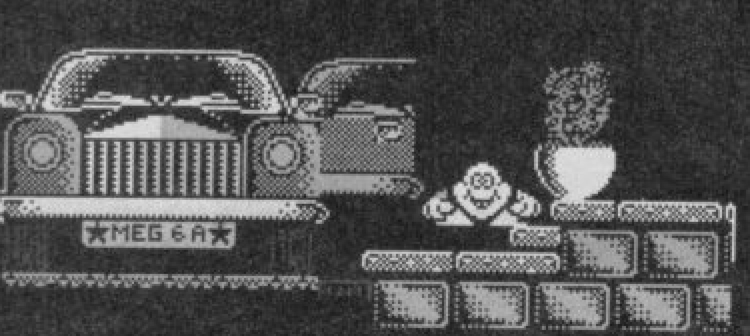


YS hints'n'tips TIPSHOP



'Evening, all. As regular YS-ers will know, Linda is currently residing in hospital, having been a bit ill (basically). And since not even YS is so slavedrivery as to empty a load of tips over Linda's bed when she's expecting her revitalising morning cup of tea, Tipshop this month is brought to you via the wonder of portable gravity and the electric sock, and me. Oh joy – wading through knee-deep piles of cheat modes for *Spellbound Dizzy*. Oh rapture – finding out every single map received this month was for *Seymour Goes To Hollywood* (I kid ye not).

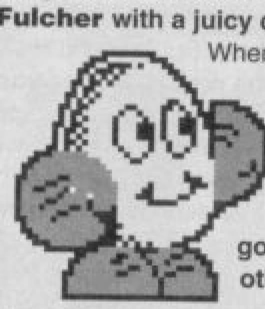
At least Practical POKEs was done by, er, er, hang on, me. (Blimey.) Well, the Clinic is still the domain of Dr Hackenbush, so that's slightly less work, although knowing my luck, he's probably sold the practice and put the money on a horse. It's tough at the top, or so I hear. Hurdy ho.



SPELLBOUND DIZZY



This 'un seems to be the game of the month for tipsters. I've picked a badge winner out of the bag at random, so here's (rustle rustle) Alan Fulcher with a juicy cheat.



When the game loads, press SPACE to start, then Q to quit. Now type IWANTANOMLETTE (sic) and the border should flash. Now start the game again, and press C for a cheat menu. This probably only works on 128K machines.'

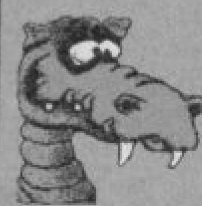
But there's no harm in trying, eh? Thanks also go out to Paul Midson and Andrew Weales (among others) who remained in the bag.

RETARDED CREATURES AND CAVERNS



He's not escaped *The Very Big Cave Adventure Part 2* yet, but Captain Kirk has completed this extremely silly spelunking game. Being a gallant sort of chap, he's agreed to share his findings with the rest of us, to whit: a translation of the secret messages.

Yes indeedy. I've even arranged them into a neat little table.



ITEM	CLUE
Door	Wedge tail with stone
Pouch	Climb into it
Handle	Stand well back
String	Unravel vest
Tunnel	Feed dragon

That's all for now. More tips next month!
Mmm, can't wait.

THE BOGGIT, PART ONE

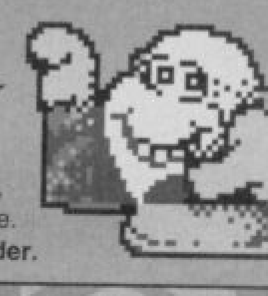


Continuing in the adventurey mode, it seems quite a few of you are stuck in the very first location of this prequo-sequel to *Bored Of The Rings*. Thankfully, Simon Drew of Golders Green *(Don't even think about it. Dave)* has conquered this particular knotty problem.

All you have to do is retire to the bathroom until the chocolates explode, then go back to the hall, OPEN CHEST, CLIMB INTO CHEST, GET BOOK, EXAMINE BOOK and you'll find a list of birthdays. One of these is the combination for the door. Actually, if you can't be bothered doing all that, just DIAL 29285. You'll hit another problem straight away, but just ask yourself what a group of uncoordinated dwarves would be offering Blmbo to take on this insanely dangerous quest and you'll be fine. That was meant to be cryptic, by the way. Sorry.

We forgive you, Simon.

SEYMOUR GOES TO HOLLYWOOD



Andrew Weales of *Spellbound Dizzy* cheat almost-fame, has also found a crafty cheat mode for – yes! – *Seymour Goes To Hollywood*.

Before starting the game, type KAZANDKAZAGAIN. A scrolly will appear, explaining the options you can now choose.

These cheats just get weirder and weirder.

PRACTICAL POKES

YS HINTS 'N' TIPS TIPSHOP

Hello folks, hello folks, Neddie here, folks. Well, so much for the impression of Neddie Seagoon. Yes, readers, it's still me and not Jon North at all. Y'see, the thing with Practical POKEs is that for the last couple of months, almost every POKE has been Jon's under an assumed name. This makes a bit of a mockery of the whole thing, since it's supposed to be the column for readers' POKEs – Jon's own deliciously executed stuff goes on the gossip-column-with-some-cheats-tacked-on *Pokerama*.

Anyway, this month, after rooting around in the Prac POKEs cubbyhole, I've come up with a couple of Hackers Anonymous cheats. (Spook and incredibly annoying fact: every time the HA write some new POKEs, they send in a complete listing of their hack directory. Ridiculous. The last one was a good 5mm thick!)

OP WOLF – THE LIGHTGUN VERSION

First up, an infy lives/ammo/grenades/energy hack for the plastic phaser version of *Op Wolf*. Don't try it on the original version, because it won't work, and you'll look a bit silly, and people will laught at you.

```
1 REM OP WOLF HACK - LIGHTGUN ONLY!
2 REM (C) 1993 HACKERS ANONYMOUS
10 CLEAR 25390
20 LOAD "" CODE 28e3
30 LET A=16: GOSUB 150
40 LET A=17: GOSUB 150
50 LET A=19: GOSUB 150
60 LET A=20: GOSUB 150
70 LET A=22: GOSUB 150
80 LOAD "" CODE 25391
90 LOAD "" CODE 16384
100 POKE 40039, 0: POKE 41082, 0:
POKE 42022, 0: REM INFY AMMO
110 POKE 41116, 0: REM INFY
GRENADES
120 POKE 41130, N: REM N ENERGY (1-
255)
130 POKE 30446, 255: REM FULL
ENERGY ON NEW LEVEL
140 RANDOMIZE USR 34712
150 LOAD "" CODE 32e3
160 POKE 29003, A
170 LET X=USR 28e3
180 RETURN
```

STREET HASSLE

Ah, one of my very fave games. It's a beat-'em-up where you play Underwear Man, who goes mad and takes to the streets, attacking anybody he passes. You get different moves with each level, like the Spin The Bloke Around Your Head or the Vicious Tickle, and the enemies are ridiculous. Elderly passers-by, escaped gorillas, incredibly tall basketball players – the list goes on. It's a fab game, so here's the POKE. Delete line 60 or 70, depending what you want.

```
1 REM STREET HASSLE RE-RELEASE
2 REM (C) 1993 HACKERS ANONYMOUS
10 CLEAR 24500
20 LOAD "" CODE
30 POKE 62005, 78: POKE 62006, 242
40 LET A=62030
50 READ B: IF B=999 THEN RANDOMIZE
USR 61952
60 POKE A, B: LET A=A+1: GOTO 50
70 DATA 62, N, 50, 219, 194: REM N
LIVES (1-255)
80 DATA 62, 182, 50, 253, 193: REM
INFY LIVES
90 DATA 195, 152, 184, 999: REM END
MARKER
```

RICK DANGEROUS/SAVAGE

Oh good, a multi-POKE. You must know the form by now – type in the main program, then tack on the data lines for your particular game. I wouldn't swear to the *Savage Part 3* data being correct (that final jump to the game looks very suspicious) but that's exactly how it was printed in the letter, so all complaints to HA. Ha!

```
1 REM RICK D AND SAVAGE
2 REM (C) 1993 HACKERS ANONYMOUS
10 LOAD "" CODE
20 LET A=52380
30 READ B: IF B=999 THEN RANDOMIZE
USR 52380
40 POKE A, B: LET A=A+1: GOTO 30
50 DATA 62, 205, 50, 54, 205, 33,
170, 204
60 DATA 34, 85, 205, 195, 0, 205,
50, 21, 255
70 DATA 35, 126, 43, 254, 27, 200,
62, 50, 50
80 DATA 84, 205, 33, 21, 255, 34,
85, 205, 62
90 DATA 195, 50, 58, 93, 33, 204,
204, 34
100 DATA 59, 93, 195, 0, 93, 50,
107, 92, 33
110 DATA 221, 204, 17, 187, 1, 30,
0
120 DATA 237, 176, 195, 61, 93, 175
```

```
RICK D
130 DATA 50, 244, 227: REM INFY
LIVES
140 DATA 50, 75, 250: REM INFY AMMO
150 DATA 50, 166, 250: REM INFY
BOMBS
160 DATA 195, 77, 171, 999: REM END
MARKER
```

```
SAVAGE PART ONE
130 DATA 50, 151, 153, 50, 173,
224, 50, 223, 228: REM INFY LIVES
140 DATA 50, 181, 146, 50, 129,
153, 50, 216, 228: REM INFY ENERGY
150 DATA 195, 156, 99, 999: REM END
MARKER
```

```
SAVAGE PART 2
130 DATA 62, 183, 50, 152,
127: REM INFY LIVES
140 DATA 195, 188, 102, 999: REM
END MARKER
```

```
SAVAGE PART 3
130 DATA 50, 63, 226: REM INFY
ENERGY
140 DATA 62, 183, 50, 248, 225: REM
INFY LIVES
150 DATA 195, 101, 999: REM END
MARKER
```

ATOM ANT

One of The Ones That Got Away, and a nifty vertically-scrolling platformer, *Atom Ant* also serves as a neat link for some more witty Hanna-Barbera anecdotes. *(Snip! Andy)* Actually, that one reminds me of an amusing misunderstanding that occured between the animators of Hong Kong Phooey. It seems *(Hack! Chop! Andy)*

```
1 REM ATOM ANT
2 REM (c) 1993 HACKERS ANONYMOUS
10 LOAD "" CODE
20 POKE 40702, 195: POKE 40703, 96:
POKE 40704, 234
30 LET A=6e4
40 READ B: IF B=999 THEN RANDOMIZE
USR 40673
50 POKE A, B: LET A=A+1: GOTO 40
60 DATA 33, 110, 234, 17, 0, 64
70 DATA 1, 50, 0, 237, 176
80 DATA 195, 0, 64, 62, 255, 55
90 DATA 221, 33, 192, 93, 17, 63
100 DATA 162, 205, 39, 159, 175
110 DATA 50, 232, 192, 50, 36, 193:
REM INFY LIVES
120 DATA 195, 229, 159, 999: REM
END MARKER
```

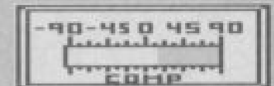
BONUS PROGRAM

The final hack this month comes from Arthur J Obviouslyfalsename, and gives you an extra program on this month's covertape.

```
1 REM BONUS PROGRAM
10 POKE 23693,7: BORDER 0: CLS
20 PRINT "Hello, people who read
the mag very carefully! There's a
bonus program hidden on the
covertape, just after Pokerama, at
the end of side two. I'm not
telling you what it is, but you'll
like it. Yes you will."
```

Remember – Prac POKEs is a showcase for your cheats. Send those POKEs, and those POKEs only, to Practical POKEs, YS, 30 Monmouth Street, Bath BA1 2BW. Send any games you *want* hacking, along with a sae if you want them back, to Jon North at *Pokerama*, care of the usual address. (Look, it's just up there. For heaven's sake.)

MERCENARY



Alan Miller has got a couple of cheats for the only-game-ever-to-receive-99%-and-they'll-never-let-me-forget-it.

When being attacked by an enemy plane, crash and leave the plane. You will be shot (aaaw) but you will still have your plane. (Hurrah!)

Hmmm. What about the other one?

If you find yourself without a plane, note your co-ordinates, drop your equipment and press SHIFT+Q. Your equipment should now be at those co-ordinates, and you'll have a brand-new plane into the bargain.

And what a barg indeed!

CHAOS

And now for some tips and cheats courtesy of, er, Craig Broadbent from Pitstop. Blimey!

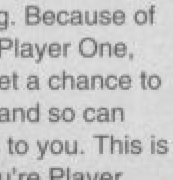


Yes fans, it's me. I thought you might like some hints 'n' tips for *Chaos*. First of all, to give your wizard an unfair advantage, cast Raise Dead on a mountable creature, then ride it. Your wizard cunningly becomes undead himself. Secondly – and this one's a blatant cheat – if you find yourself engaged in combat with something you'd really rather run a mile from, press I for info. From this screen, hold down one of the direction keys which would take you away from the monster. If you're lucky, you'll have a quick punch-up with a patch of air, then move away from the nasty!

Now a couple of tiplets. Cast Magic Wood from one space out diagonally from the top-left corner. This gives three trees together, which form a powerful barrier. And always cast Giant Rats as illusory – they're 'arder than real ones! Oh, and they may be astoundingly useless on the whole, but King Cobras seem to be unfeasibly good at killing dragons. Ha!

My third tip isn't a cheat, or unfair in any way. It's simply good tactics, and all sporting, and everything. Because of the way the game unfolds in turns, if you're Player One, you can blast your opponents before they get a chance to attack you. Also, your creatures move first, and so can eliminate the threat before any harm comes to you. This is the way I play (hem hem). Conversely, if you're Player Eight (or whatever) then you can cast an imaginary dragon and demolish everything in the immediate vicinity before anyone gets a chance to disbelieve it.

I'd certainly recommend the latter method – that's the way I play, and I'm officially the world's best *Chaos* player!



SAM STUFF

A couple of tips for SAM games now, courtesy of our own (our very own) Spec Tec Jr, Simon Cooke. (How come these people have time to play games? What are we paying them again?)

I thought you might be interested in the level codes for *Waterworks*. In order, from Level Two to Level 23, they are KANGAR, CLIMBA, OPENTH, STAYAL, STEALS, HEAVEN, GARDEN, REDWIN, PENCIL, HELLAN, DIVEAN, SHIRTC, SEVXTO, TENNFI, FORFOR, SEVNTE, TONINE, TENNIN, TWOTEN, PONTOO, DUBTWO, LOOKAN. And! if that wasn't enough, here's an infy lives cheat for *Parallax*. Hold down INVERSE+G+E+D on the title screen. Then, if you feel the need, hold it down again for another message.

Er, (looks at Linda's notes) thanky-danky! (I'm really getting the hang of this Tipshop lark, aren't I, readers?)

THE YS CLINIC WITH



DR HUGO Z HACKENBUSH

Got a gamesnag? See a specialist!

Oh, the ignominy, the ignominy. And that's the problem in a nutshell – there ignominy in old Hackenbush's account. I don't understand it – only last week I negotiated an overdraft and made a point of spending it that day. Nurse! I notice that nothing resembling a fund has emerged from the emergency funds – fire our signwriter immediately. Oh, hallo. We'll have to have this month's session on the move – I'm expecting a squad of suits with suits any moment, and the Clinic cashbox is as clean as a whistle, if we hadn't pawned the whistle.

SEYMOUR GOES TO HOLLYWOOD

I knew it. I attempt to woo a more classy class of clientele by banning Seymour and Drizzly, and you pass by on the other side. But reinstitute the blobby ones, and the waiting room just crowds to bursting point. Market forces. I'll never understand them. The only market forces I've come across are the ones who make shoplifting an inconvenient hobby at the best of times. Do you know how badly watermelons crease these aprons? But I digress. Several persons of last time's acquaintance were having trouble with Seymour's debut game. Enter a crowd of other persons with the relevant solutions. Firstly, Chris Moore. 'The key above the pond is a red herring.' Next, Stephen Pert. 'To pass the Flash Boredom set, get the towel from The Wizard Of Oz and the potion from the lift shaft. Drop the towel in the teleport, flick the switch on the teleport terminal and follow the towel through. This will save you from the spikes. As long as you've got the potion, you can avoid Ming, grab the detonator and teleport out again.' Now, Riccardo Margiotta. 'The body parts are used to build Frankenstein's Monster, the mallet protects you from the rolling barrels on the Kong set, the dagger is to free the maiden on the same screen, the lollipop gets you across the road and you give the ball to Towser the dog.' This enthusiasm – it's disheartening, it really is.

SPELLBOUND DRIZZLY

Peter Smith has been similarly excited by the prospect of sharing his blobby tips with the populace, and has come to the rescue of Richard Spandley. 'To make the kite, you simply pick up the four parts and drop one of them. Don't ask me for specifics.' I'll make a note of that, Pert.

FANTASY WORLD DRIZZLY

After months of nervous indecision, Kevin Burt can at last sleep easy in his bed, for David Grainger and KRW have the method for passing the broken bridge. 'Get the boulders from Armorog's Den, the Smuggler's Hideout and the Snap Happy Gator screen. Now throw them in the water, et voila!' Ah, the pretensions of the modern society.

AU SECOURS

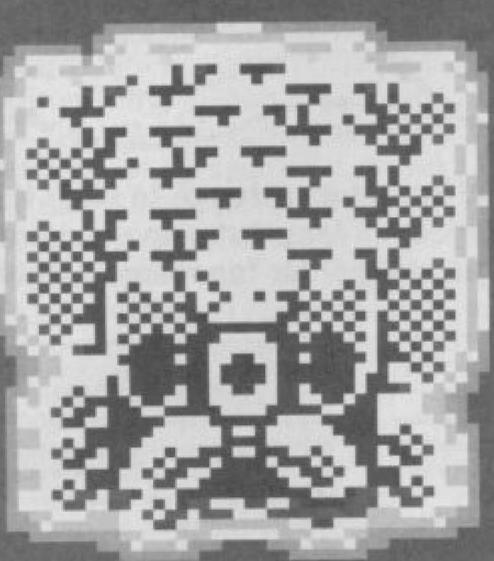
Stephen Pert: "How do you do level 29 of *Reckless Rufus?* You know, the uppy-downy one with the two warp things."

Dominic Rackstraw: "I'm stuck on the Jumping 101 screen of *Bounty Bob Strikes Back*. Anybody know what to do? And I don't want the passcodes – just a solution to the actual screen."

Philip Harris: "I've collected everything in *The Sacred Armour Of Antiriad* – the anti-grav boots, the pulsar beam, the mines and the shields. Apparently the mines are supposed to blow up the radioactive generators, but they don't, and I can't get the game to end."

And now I'm afraid I'll have to leave you, as I can see a few suits bearing down at nine o'clock. I knew I shouldn't have pawned my watch. No time for a Secret Word this month, but send all your snags and solutions to me, Dr Hackenbush, at the YS Clinic, YS, 30 Monmouth Street, Bath BA1 2BW. Taxi! Two passengers and luggage. How much? Well, just the bags. Nurse! Take me in your arms and run for it.

CAPTAIN BLOOD



Despite featuring 32,768 planets, a playing time of 45 hours and a cast of 50 self-serving characters, I spend all my time on this rather fab covergame just chatting away to the first creature I meet. It's so addictive, and you can get involved in some spookily convincing conversations, albeit ones without any definite articles. But if you're inclined to play the game properly, there's a quick way to win. Yes, it's a cheat. For people who'd prefer to play the game through in the society-approved manner, skip over this next bit to the general tips. For the rest of you underhand scoundrels, here's Anthony Austin with the info.

THE CHEAT

Bonjour, mes petites. Sorry, just trying to inject a bit of spook Frenchness there. Ahem. Anyway, to beat *Captain Blood* in less than 45 hours (in about five minutes, actually) just keep loading the game until the first character you meet is a Buggol (the purple thingy that leaves a trail when it moves – there's a pic in last month's ish). After it's finished blabbering on, ask it 'CODE INFORMATION HELP'. Wait for the question, then reply 'NUMBER' and you'll get a list of the Numbers' co-ordinates. Now chuck these away. No, really. Say 'TORKA' and write down the co-ords, then go to this planet and talk to the, er, 'well-developed' pink woman. She'll lead you a merry dance around the galaxy, but keep noting down the co-ords and following her until she falls madly in love with you and asks you to teleport her aboard Ark to 'MAKE 100 LITTLE BLOOD'. Teleport her, and you'll get an end screen for which the word saucy was invented.

Blimey. These French programmers, eh? A risqué bunch and no mistake.

THE TIPS

Okay, you honest people can open your eyes now as we impart some juicy but entirely fair tips, courtesy of Anthony and (oh no) Simon Forrester. I dunno – chuck a brick at this month's Tipshop and you'll hit a YS contributor. (Sound of brick being thrown, followed by anguished cry and thud of nerveless body.) See? Oh, somebody say something sensible, please.

Howdy. Anthony here again with a teensy tip for the game. Actually, it's more of an undocumented feature. Well, when I say undocumented, the original manual mentions it, but YS didn't. When you're flying over the surface of a planet, just press ENTER to go straight to the end canyon.



We deliberately left that out, since flying over the planet is most of the action, actually. (Sulk.)

Hello. Simon Forrester here. Is this your brick?

Oops.

Since I'm the universe's greatest *Captain Blood* player, I thought I'd share a few hints with you lucky people. It's basically a guide to the ins and outs of the characters. Eyes down for a full house.

● **CROOLIS ULU** – You can usually get on his good side by working on his hatred of Croolis Var. He'll give you a list of people that you'll have to bump off if you want any information, The easy way to cheat on this is to go through the people that should be killed, teleport them to empty planets, and nuke the planet they were on to start with.

● **CROOLIS VAR** – The rival of Croolis Ulu, he behaves in pretty much the same abrasive manner.

● **MIGRAX** – This somewhat uncouth and violent character can be silenced by either using the same trick as with Yoko, or by repeatedly threatening to blow up his planet. If you tell him you've got a big missile too (yikes) he should get the message and back off a bit.

● **ONDOYANTE** – If you do come across her, you'll have to get information from her quickly, as she dies after a very short time. She does have quite a lot of handy things to say, though.

● **TUBULAR-BRAIN** – Wholly useless, and hugely arrogant. If you do get information, it won't be without lots and lots of grovelling.

● **YOKO** – Did him last month, but here's a recap. Someone has kidnapped his dad, but all he ever does is cry. So lure him on to your ship with offers of help, take him to an uninhabited planet, and watch him collapse in tears. You should get some pretty good information before abandoning him and nuking the planet. Er, or picking him up and genuinely helping him out, of course.

That's all very well, but I think I'll stick to matchmaking for Torka and Buggol. (Ah, true love.)

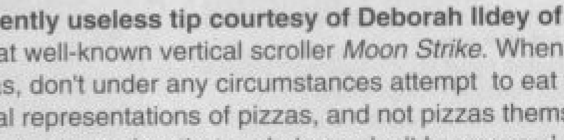


CRAP TIP OF THE MONTH

Another magnificently useless tip courtesy of Deborah Ildey of Plymouth.

My crap tip is for that well-known vertical scroller *Moon Strike.* When you see the giant sentient pizzas, don't under any circumstances attempt to eat them . They are only graphical representations of pizzas, and not pizzas themselves. If in doubt, remember that real pizzas don't have eyes.'

Thanks, Deborah. There's a pizza in the post. Not really.



SMOOCH

Once more, Tripshop tips to a close. Well, that wasn't half as bad as I'd thought it would be, despite the millions of *Spellbound Dizzy* cheats and the ludicrous number of YS contributors. (Honestly you go for months without seeing one and then four come along at once.) Sadly that little selection has exhausted Linda's remaining stack of tips, and we need more! Send all your tips, cheats, hints and (especially) maps to me, Captain Horatio Hornblower, at the YS Tipshop, Your Sinclair, 30 Monmouth Street, Bath BA1 2BW. Goodbye. (Fading.) Goodbye.



■ For sale! Broken Interface 1 for spares, two Microdrives, Multiface 128, 40 cartridges in plastic storage boxes, ZX printer plus 10 rolls of paper and all relevant manuals. All for £75, will not split. **Call Jason on 0602 704392.**

■ For sale! Speccy +3, joystick, lightgun, 50 games on disk and 100 on cassette. Only £120 for hours of fun! **Call Simon Crumbleholme** *(What a lovely, lovely name. Ed)* **on 0204 886552.**

■ For sale! Speccy in good condition. Boxed with PSU, manuals and leads plus 25 games. £40 ono. **Call Tim on 091 276 0770.**

■ +3 for sale with tape deck, leads, £250 worth of games, £100 worth of mags with covertapes and all manuals. Worth over £450, will accept £180 ono. **Phone D Kierman on 06977 3261.**

■ +2, hardly used. Joystick, games, etc, only £68 plus p&p. **Call RA Elliott on 0602 812762.**

■ For sale! Sega Master System 2 with three games – *Hang On, Alex Kidd In Miracle World* and *Secret Command* – all for £60. **Phone Simon on 0409 21529 after 4pm.**

■ Speccy +2A and 48K for sale, two joysticks, loads of games, worth over £1000 will sell for £200-£250. **Phone Chris on 0706 370006.**

■ For sale! +2 Bond pack with lightgun, also 1000+ games, most up-to-date. As new. £200 ono. **Phone Wayne on 0203 504801.**

■ For sale! +2A with around 250 games including top titles like *Final Fight* and *Robocop*. All boxed, as new. £110 ono. **Call Alex on Botley 784595.**

■ +2 with 112 games, joystick, leads, PSU and manual, all for £90 ono. **Call David on 0742 459424.**

■ +3 for sale with Multiface 3, Tasword and printer leads, lightgun, two joysticks (Competition Pro 500 and Cheetah 125+) and tape lead, software. £200. **Call Simon on 0296 612144.**

■ For sale! SAM Coupé 256K, one disk drive, joystick and games, Speccy emulator with 90% compatibility, demo disks and progs, 12 Format mags, all for £100 ono. **Call Anthony on 0384 278053.**

■ Roll up, roll up! A beautiful PC mouse for sale for the outstanding price of £30-£40. Take it or leave it. **Call Richard on 0803 521027.**

■ Computer for sale! 780K disk drive with +D interface, loads of top-selling games, mouse with *OCP Art Studio*. First person will buy! I will accept offers! **Phone John on 0637 873893 after 5pm.**

■ For sale! +2, tape deck and 3.5" disk drive with interface. Also Multiface 128 and lots of games on disk and tape, plus! YS ish 41 onwards and some books. **Call Aaron on 0533 312273 now!**

■ Boxed +3 with colour monitor, Amstrad DMP 3160 printer and paper, tape deck, 200+ tape games, more on disk, 18 blank disks, Tasword +3, *The Artist 2*, Genius mouse, Kempston interface, disk box, tips and cheats folder, all leads and manuals. All for only £300 ono. **Call Sam on 081 366 4674.**

■ Loads of Speccy hardware and software for sale. +3 – £60, 48K – £30, games from 50p. For full list **call Andrew on 0384 78933.**

■ For sale! +2A in good working order with 200+ games including many classics like *R-Type* and *Rainbow Islands*. Will throw in tape holders. Manual in good nick, lots of mag covertapes but most mags destroyed in fire. All for £200. **Call Toby on 0570 481054 between 6pm and 9pm.**

■ +2 for sale. Two Microdrives, Interface 1, 20 cartridges, Multiface 128, joystick, Echosoft compatible keyboard and interface, 30 games, software includes *PAW, The Artist 2* plus all manuals. Only £90 including postage. **Call Paul on 051 637 0679.**

■ +2 with joystick, manuals, and over 1300 boxed games, two easy BASIC books well looked after – £130. **Call Tyler on 081 594 6117.**

■ +2A with all leads, datacorder, joystick, PSU & games storage case, manual, YS back issues and covertapes and £110 worth of games. **Call Ankur on 081 575 0695.**

■ Collectable ZX81 plus 16K RAM pack in excellent working condition for £40 including postage, software, manual and accessories. Dead faulty Brother HR5 printer for spares £13 including postage. Also Amstrad 3000 printer ribbons (new) two for £5. Cables for connecting +3, +2, Coupé, Amiga, ST, Archimedes, BBC, Electron, Oric, QL, Spectrum 128 to Amstrad CPC (CTM640/644) RGB colour monitors £7 each. Speccy+ as new in original box (very collectable early 48K computer) £30 including postage. MGT +D printer and disk drive interface with snapshot feature for screen dumps to printer and saving software to disk. 780K capacity cost £60, will sell for £25. Bare 5.25" 80T DS drive £18 including postage, Epson 3.5" 80T DS drive £20 including postage. **Call** *(Oh no! Ed)* **Martin on 0935 25974.**

■ +3 with over 75 games and datacorder, 6 months old, still boxed. Barg at £200. **Phone Graham on 0352 756410.**

■ +2A for sale, one year old, excellent condition, boxed + manuals, many full price games, magazines with tapes, will sell for £120 ono. Also Cruiser joystick £10. **Call Matthew on 0522 750973 between 5 and 9pm.**



■ I want a working +3 and will pay up to £25. **Call James on 0256 880557.**

■ Wanted! +D interface and drive for my +2. Must be cheapish as I'm a student on a grant. Cash waiting however! **Call PR Cook on 0704 548260 eves.**

■ I want a printer and joystick, either in VGC or new, for my Speccy 48K. Also looking urgently for *Lemmings*. Can anyone help? **Call Fiona on 0530 560713.**

■ Wanted, cheap SAM Coupé printer/disk interface. Will pay £10. **Call Martin on 0935 25974.**

■ Has anyone got ANY games for the Defender lightgun except *Bronx Street Cop*? Games for the Magnum lightphaser also accepted. **Call Michael on 0272 677814 after 4pm or any time on Sat and Sun.** Cash paid for your stuff!

■ Wanted – tapes and Microdrive cartridges. I'll swap *Robocop, Barbarian 1* and *2, Tasword 2, Edition One* (four games), *Karate Ace* (seven games) and a switchable joystick interface, or swap the lot for a Multiface 128. **Call Roy on 051 922 8167.**

■ I want a Ceefax/ITV Teletext downloader for a 48K Speccy. Basically. **Call Andrew on 0793 610070.**

■ The huge sum of £10 will be paid to you if you can send me original titles of *Manic Miner* and/or Ultimate's *Jetpac*. Also, I might purchase any of your prehistoric Speccy games – *JSW, Pssst!*, etc. **Ring Mark on 0752 848498.**

■ Desperately wanted – Your Spectrum ish 18, Sept 1985, or *JSW2 Editor* tape. Also wanted – ZX81 with all the leads. **Call Julia on 0772 725157 after 5pm.**

■ I want an Interface 1. I'll swap for a Multiface 1 or lightgun plus switchable joystick interface (Kempston-cursor-Protek-Sinclair), maybe all three if Interface 1 is in good condition. **Call Roy on 051 922 8167.**

■ If anyone out there has YS issues 1 to 49, I'll gladly pay 50p each plus p&p. **Write to Paul Mayo, UKNSU, HQAFSE, BFPO 8.**



Everything must go! Yes, in an attempt to clear the still vastly huge backlog of Inny Outy, no more are to be sent in. No! We've still got far too many! Aarghh!

■ *Myth* and *Technician Ted* for 48K/128K Speccy. Will swap for *Quattro Cartoon, Quattro Megastars, Impossamole* and *New Zealand Story*. I also want a pen pal with an interest in computers. **Phone Andrew on 0493 667469, Mon-Fri after 4pm.**

■ Top priority! Original games from Ultimate, *Jetpac* and *Underwurlde* – will pay £15 each. Also *Jet Set Willy* – will pay £10. **Phone John on 0333 428647.**

■ Wanted! +3 contacts especially if your +3 has got a 3.5" external drive. **Call Martin on 0935 25974.**

■ *MF-Print* by Campbell Systems, on cassette or Microdrive. Or any prog to give a screen dump via the RS232 port on my Interface 1. **Call Trevor on 0304 208107.**

■ Really mindbogglingly old Speccy games, including *The Great Giana Sisters, Bubble Buster, Jump* from Unique and *Androids* from Sunshine. Also any other really old and pointlessly obscure stuff – send me lists! **Call Stuart on 0225 428167 after 6pm.**

■ Wanted! Lightpen and software. Must be in good condition. Will pay about £10. **Phone James on 0752 813038.**

■ I want a NES with *Mario 3, Rescue Rangers* and a few other games. Will swap for a +2 with 500 games, 100 books, all leads and joysticks. **Call Steven on Staffordshire 534232.** All in top condition.

■ I want a cheap, working printer for my +3. Also disk software – but not games. **Call Grandad on 0962 855149 in the evenings.**

■ Wanted! The book 'Maths Tutor For The Spectrum' by Robert Carter, published by Century Communications. Will pay £10. **Call Harry on 0527 66283.**

■ I want maps for *Lords Of Midnight* and *Doomdark's Revenge*. I also want any graphic adventure games. I'll buy 'em or swap arcade games for 'em. **Call Ashley on 0600 772795.**

■ Wanted! Lord Lucan. Just kidding! I really want *Pang, North And South* and the *Chart Attack* compilation, all on +3 disk. I'll pay cash or swap from over 300 games, some on disk (for example *F16 Combat Pilot* or *Lords Of Chaos*). **Call me, Richard, on 091 268 2448**, even if you're Lord Lucan.

■ Wanted! *Sceptre Of Baghdad* from Atlantis/Players, *Witch's Cauldron* from Mikro-Gen, *Terrormolinos* from Melbourne House, *Sim City* from Infogrames and *Mega BASIC* from, er, YS. **Call Carl on 0925 444522.**

■ Wanted! Tape or listing for the game Bingo (for the 48K Speccy). **Call 0924 822251.**

■ If anybody out there has *Spellbound* and *Finders Keepers*. **Please call Sharon on 0743 77320 and we'll discuss business.**

■ I want *3DCK* from Incentive, will swap for 48K and 128K games. **Phone Gary on 0592 751405 after 6pm.**

■ Wanted! *Hyper Sports, Kickstart 2* and *Hero Quest*. Plus! info or offers on the Prism VTX5000 modem. Good prices paid. **Call Chris on 0244 812514.**

■ Emergency! I desperately need an Interface One. Can pay up to £15 plus p&p or will swap for Multiface One or digital personal radio cassette. Please help! **Phone Roy on 051 922 8167.**

■ Wanted! *3DCK* from Incentive. Will swap for *Hyper Sports, The Games – Winter Edition, BMX Ninja, Spec Chess 2, Millimon, Cyberun, Strip Poker 2, Frog Hopper, Super Gran, Wally Kong* and a CRASH power tape. Must have instructions. **Call Ray on Wallington 6470722 after 4.30pm weekdays and any time on weekends.**

■ I want *Man Utd, Microprose Soccer* and *Devastating Blow*, and I'll swap last year's supply of C&VG for 'em plus! loads of back issues of Match. You can also buy the C&VGs for £15 (they're worth £23 easy). **Call Chris on 0473 713086.** Everything in A1 condition.

■ Wanted! *Grand Prix, Nigel Mansell's Grand Prix* or *Grand Prix Challenge*. I'll swap for *It's TV Showtime, Rainbow Islands, The Untouchables* and *Vigilante*. *TV Showtime* for *Grand Prix* only. **Call James on 0889 262282.**

■ I want *The Quill*. I'll swap any two of these games for it – *Biff, Defenders Of The Earth, IK+* or *Sharkey's Moll*. **Call Darron on 0376 570534.**

■ Wanted! *Iron Lord, Lone Wolf, Turtles 2* and *Out Run Europa*. Will swap my *E-Motion, Batman The Movie, Robocop 2, RBI2, Street Fighter 2, Ghostbusters 2, Smash TV* and *Reckless Rufus*. Two for one or I'll pay a reasonable price. **Phone Matt on 0272 621494 after 5pm.**

■ I'll swap *Life Term, Wiz Biz, Invincible Island, Trap Door, Adventures* and two *Olympics* for your *Thunderbirds* and *Postman Pat 1*. Yup, that's six for two. **Call Robert on 0226 340370.**

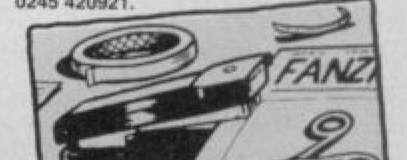
■ Will swap *Turtles – The Coin-op, New Zealand Story* and *Shadow Dancer* for your *Bart Vs The Space Mutants*. **Call Rob on 0705 380917.**

■ I'll swap my *THMT, Robocop, Missile Defence, The Untouchables* and *Rebelstar 2* for your *Smash TV, Sim City, Robocop 2* and *Double Dragon 1, 2* or *3*. One for one. **Call Simon on Rotherham 370166.**

■ Will swap *The Hobbit, Tasword 2, Out Run, STUN Runner, Green Beret, Lotus Challenge, Trivial Pursuit, Barbarian, Best of PCW* (and *Budget*), *VU3D, Barbarian 2* and *Forth* the language – any two for one, anything considered, or will swap all for Interface 1. **Call Roy on 051 922 8167.**

■ *Crystal Kingdom Dizzy, Football Manager 3, Terminator 2, Bruce Lee, Daley Thompson's Decathlon* and +3 disks to swap. Any offers? **Call Matthew on 0772 727420.**

■ Will swap my *CJ In The USA, CJ's Elephant Antics, Wild West Seymour, Slightly Magic* and *Rick Dangerous* for your *Crystal Kingdom Dizzy*. More games available. **Phone Ian on 0245 420921.**



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WRESTLING
WHOOOMP!
"TONIGHT'S ACTION LIVE FROM DUNSVILLE, ANYWHERE, PROMISES TO BE ELECTRIFYING, AS THE INSANE FLESH RENDERS TAKE ON THE GOLDEN BOYS"
I BELIEVE! I BELIEVE!
SECONDS AWAY, ROUND ONE!
DING DING!
WOAH! AND ALREADY THE GOLDEN BOYS TAKE A HAMMERING! OH NO!
TAP!
OH, WHAT A DEVASTATING MOVE!!
SLANCE!
AAARSH!
I NEED THE TOILET
HERE IT IS!
TOILETS
OVER HERE!
LOOK! LOOK!
MY GOD, ARE YOU BLIND?
AH, THIS MUST BE IT...
ARENA
'GET OUT
THIS IS A WALL (PRAISE THE LORD)
OH... AND MAULER COMES OFF THE ROPES....
BOING!
...AND INTO A PASSER BY! GOODNESS!
WHAM!
(WHAT THE HELL'S GOING ON? THIS WASN'T IN THE SCRIPT)
(UUH, FRANK, PERHAPS NOW ISN'T THE BEST TIME TO.....)
GRRROOOWL!
SMAK! BANK! THUD!
KER-UNCH!
THWACK!
KRAK! BOOOOM!
WHAM!
THUMP!
WOAH! AND NOW THE ACTION'S REALLY HOTTING UP! LOOK AT THEM FIGHT!
AAAND THE WINNA, ON POINTS, MAIMING, KILLING, LACERATING, BREAKING BONES, CRIPPLING, HORRIFICLY INJURING AND OVERALL VIOLENCE - ERNIE!
COULD YOU TELL ME WHERE THE TOILET IS PLEASE?
OH, AND MAULER TAKES THE SHORT WAY OUT OF RING!
WHUMPH!
WELL I DON'T CARE WHAT YOU SAY. I STILL THINK IT'S FIXED
YOU'RE LOOKING FOR A SMACK IN THE MOUTH, YOU ARE



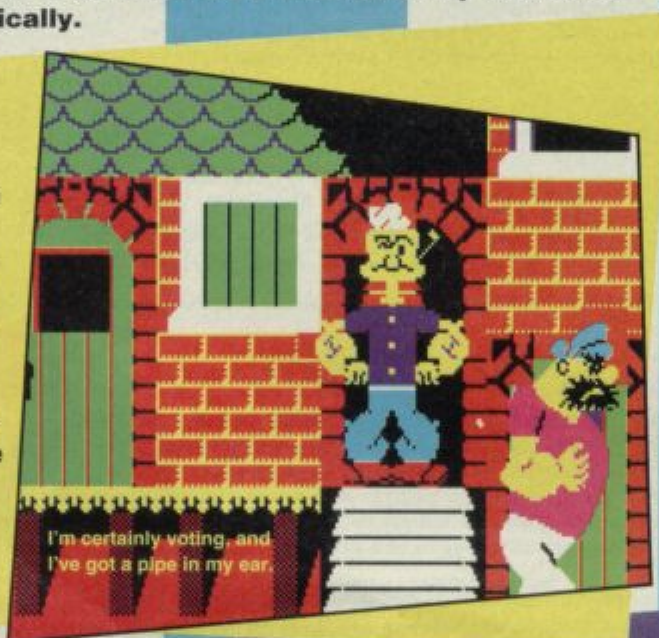
LET THE PEOPLE DECIDE!

Statistics. They're wonderful, aren't they, readers? Through the fab medium of statistics, we can tell exactly how many people in the world are called Brian, or what proportion of Todmorton grazed its left knee this morning when springing cheerfully from bed.* Statistics are equally important for the Speccy as well. When two or more Speccy owners are gathered, where would early evening conversation be without the YS Top 100 Games Of All Time? Nowhere, that's where. The cut and thrust of eloquent debate, the jab and parry of fencing with broken chair legs, it's a hot topic and no mistake, Jake. After the discussion and violence has died down, the conclusion usually reached is that we, YS, don't know what we're on about and you, the readers, could certainly do better.

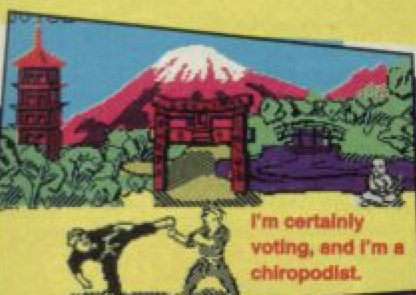
Well, now you can have a say in the YS Readers' Top 100. Yes, thanks to a highly complex and entirely long selection process painstakingly created by Amiga Power and stolen by us, you can vote for your fave Speccy games of all time. We'll then count up the votes and print the results. Basically.

Wow! Sounds good.

Doesn't it just? It's dead simple as well. All you have to do is write down your 10 (that's ten, or if you're reading in English, ten) top Speccy games of all time on a postcard or the back of a stuck-down envelope, and send it to the address lurking somewhere around on this page. We'll then award points in the time-honoured 10 points for number one all the way down to one point for number 10 fashion, and lo! we'll have arrived at your top 100.



I'm certainly voting, and I've got a pipe in my ear.



I'm certainly voting, and I'm a chiropodist.

Hey! We'd like to talk to you about intellectual copyright with this big stick.

Oh no, Amiga Power have spotted us. Quick, in here. (Trampling of boots.) Phew, gave them the slip. Now, where were we? Oh yes. If you've a mind to, after writing down your top 10 games of all time, you can record your worst game ever as well. And! One stupendously lucky voter will be plucked from the pile and forced to take away 10 pretty darn good games of our oh-so-tasteful choice.

So, to recap. Jot down your personal top 10 fave games of all time (and your personal worst game if you've a mind to) and send it to us at Readers' Top 100, YS, 30 Monmouth Street, Bath BA1 2BW, then sit back and wait for the results. That's all there is to it. No trial offers, no free samples, and no smug billionaire type telling you how you could have been as rich as he had you too come up with a mechanical doohickey that cleaned the nape of the neck discreetly yet efficiently, then selling you something.

THE RULES

Where would we be without rules, eh? In a state of total anarchy, right, kids? But everybody's got rules, so here are ours.

1. All entries must have 10 games on them, ordered from the number one best to, er, the number 10 best. If you've got a personal worst game, pop it at the end, clearly marked.
2. No multiple entries. You know what they say about people who submit multiple entries don't you? No? Well, it's pretty shocking, take it from us.
3. No programmers, software publishers, friends of programmers or software publishers, or other gamesy types may enter.
4. All entries must be here at YS by Friday 9th July.
5. Stand up, stand out, express yourself and enjoy it.

And here's our Top 100 (not that we're influencing you, or anything)

1 3D Deathchase
2 Rebelstar
3 All Or Nothing
4 Stop The Express
5 Head Over Heels
6 R-Type
7 The Sentinel
8 Rainbow Islands
9 Boulderdash
10 TLL
11 Sim City
12 Carrier Command
13 Chuckie Egg
14 Ant Attack
15 Lords Of Midnight
16 Elite
17 Starquake
18 Underwurlde
19 Back To Skool
20 Spy Vs Spy
21 Alien
22 Chase HQ
23 The Great Escape
24 Starstrike 2
26 Lightforce
27 Super Hang-On
28 Deactivators
29 Think!
30 Nebulus
31 Lunar Jetman
32 Jet Set Willy
33 Knight Lore
34 Deus Ex Machina
35 I, Ball 2
36 Cybernoid
37 Lode Runner
38 Gauntlet
39 Mercenary
40 Highway Encounter
41 Fantasy World Dizzy
42 The Hobbit
43 Midnight Resistance
44 Rescue
45 International Match Day
46 Bobby Bearing
47 Antics
48 Renegade
49 Tetris
50 Enduro Racer
51 Robotron
52 Jumping Jack
53 Ping Pong
54 Rastan
55 Saboteur
56 Bounty Bob Strikes Back
57 Dun Darach
58 Operation Wolf
59 Hypersports
60 Knot in 3D
61 Eric And The Floaters
62 Thrust
63 Scrabble
64 Buggy Boy
65 Batty
66 Splat!
67 Way Of The Exploding Fist
58 Tapper
69 Match Point
70 G-Force
71 Frankie Goes To Hollywood
72 Hijack
73 Popeye
74 Pang
75 Wriggler
76 Three Weeks In Paradise
77 Gyroscope
78 Flying Shark
79 Atic Atac
80 Sir Lancelot
81 Dark Star
82 Hyperaction
83 Football Manager
84 Technician Ted
85 Guardian 2
86 Trashman
87 Codename Mat
88 Wheelie
89 Cobra
90 Bounder
91 Avalon
92 Green Beret
93 Gyron
94 Robocop
95 The Train Game
96 Cruising On Broadway
97 Mined Out
98 Pheenix
99 Maziacs
100 Zzoom
101 Count Duckula 2

*Or, indeed, what proportion stayed in bed and irritably threw the alarm clock through the window, knocking over an elderly cyclist and grazing his left knee instead.



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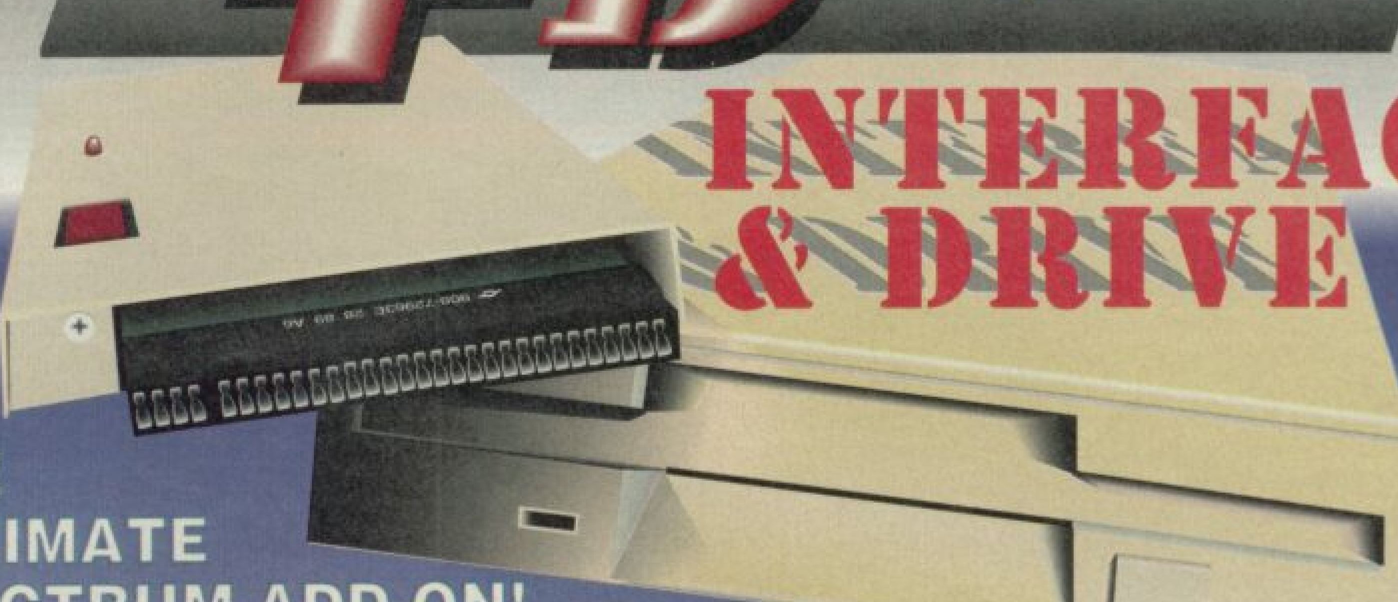
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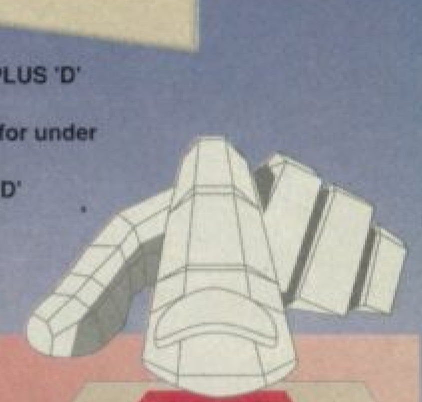
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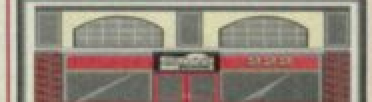
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The YS Complete Guide To...

SPECCY EMULATORS

Part One

In which Simon N Goodwin asks the eternal question, 'When is a Speccy not a Speccy?', answers with the eternal punchline, 'When it's an emulation program running under a different operating system!' then adds, 'Sorry', in a rightly apologetic tone of voice.

It's summer, it's 2am and my Inventory (where I invent things) has never been warmer. Computers of all sorts are piled along the wall, and I've got a dozen Speccy emulators running, including a couple of genuine machines, my SAM, two (at once) on an Amiga, a small skipful on sundry QDOS micros, and a 486 SX PC running 128K Speccy games at a claimed 301% speed!

Who? Why? What? How? Where?

Emulators are utilities – hardware, software or a mixture of both – that allow you to run programs on computers other than the one they were originally written for. It's harder than you might think to accurately reproduce the dear old Spec on another machine. For a start, it's more than likely that the target machine has a different processor, so th e emulator first has to translate the Speccy machine code into a form its own computer chips can understand. Secondly, the 'distinctive' screen format causes all sorts of problems. And as for clever effects, or ingenious interrupts – aarghh!

Another problem has been the copyrighted Speccy ROM code. Obviously, to get as close to the original Speccy as possible, it's highly desirable to have as much of the original software in your emulator as possible. Amstrad, who bought the Speccy rights from Sinclair, protected those rights fiercely and with sharp-suited lawyers. But since the Speccy was discontinued, a message posted on the Compuserve network by Cliff Lawson of Amstrad has indicated that the company does not object to use of the ZX ROM in PD or shareware emulators. Newly-heartened programmers have been persevering with the ins and outs of emulation, and, thanks to the ever more powerful computers available, coupled with their own mad dedication, true, full-speed Speccy emulation without the need for odd boxes hanging off the back of your computer is possible. What's more, the vast majority of Speccy emulators are PD or shareware to take advantage of Amstrad's notice, so it's very cheap!



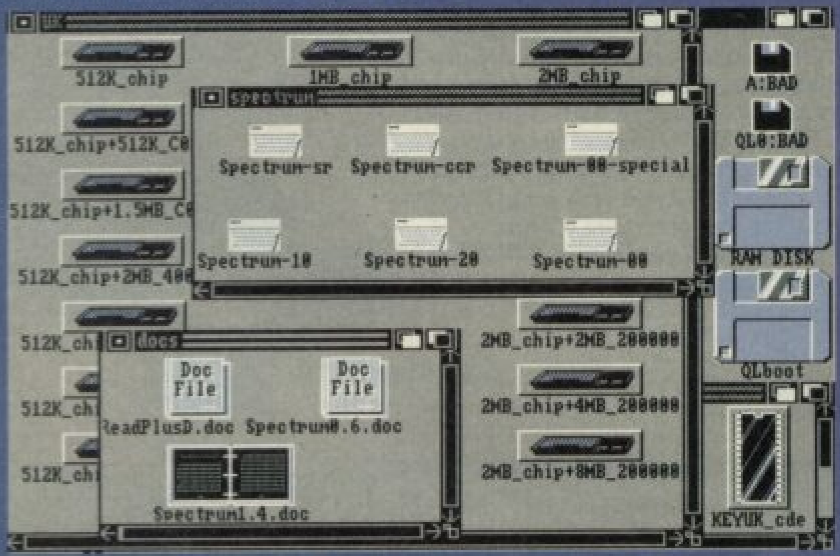
The Spectrum. Truly a design classic. Those elegant lines. That compact form. Those bluey-grey rubber keys. Everything about the Speccy cries, 'Style!' and 'Smooth!' and 'Slick!' and 'Bet you can't remember which key VERIFY is on'.

Birds do it, bees do it, even Amstrad CPCs do it...

Emulators work, and they're cheap, we know that much, but emulation speeds vary. Real Speccies are faster than all the emulators apart from 32 bit PC or Amiga. The 16 bit ST and Amiga emulators are distinctly slow. Sinclair QLs can do it, but need extra RAM, and preferably a Gold Card for fast gameplay. Atari's TT and Acorn's Arm 2 chips can just about keep up. Even genuine Z80 machines like Amstrad's CPC, Memotechs and Einsteins strain to match the Spectrum's screen update. Some systems duplicate the Spectrum ULA as well as the processor, like the US licensed TS-2068, the SAM Coupé and The Hobbit. This gives good compatability, but you end up with a clone, rather than an emulator. Still, eh?

Yet more theory

The real Spectrum has 15 preset colours, including brights but counting the blacks as one. Modern micros allow a wider range, but some emulators limit you to 4 or 8 from the official 15. Many let you tailor these with palette changes, if you fancy your games in aquamarine and shocking pink or something. But even with the Speccy's 6.75K of screen memory, the emulators must update 1.2m bytes of data each second to render a 15-colour 256 by 192 pixel screen at 50 frames. All that work, just to make sure the attribute clash is pixel-perfect! Hardware emulators like The Hobbit and SAM have a big advantage here as they can display Spectrum graphics without conversion, but other machines must convert graphics to their own format as they are written, or frame by frame. Sneaky ones only update parts of the picture that change from one frame to the next. They cope well – until the screen starts scrolling. Some even sneakier emulators replace Spectrum display routines with their own native code, but this only helps when ZX programs call the ROM, which later ones tend not to do.



Most of Simon's computers suffer identity crises. Take this Amiga, for example. Is it an Amiga running both QL and Speccy emulators? Or an Amiga running a QL emulator running a Speccy emulator? Or is it actually a Jupiter Ace? Or what?

The first Spectrum had just 40 (gloriously rubbery) keys, and emulators vary in their support for extra ones. Most emulate the 48K BEEP and some manage 128K music too.

Tape loading is always easier with a genuine Spectrum due to the huge range of tricky loaders and protection systems, so 3.5" disks are preferred. Most can keep ZX files in their own format, many support MGT (+D) format, and some do Discovery and Beta too.

Joystick emulation usually covers Sinclair, Cursor and Kempston standards; you may need to fiddle around to select the right one, and most PCs need an adapter for Spectrum-style digital joysticks.

The 48K Spectrum emulators use the ZX BASIC keyword entry scheme – you can't just type programs letter by letter. Most emulators offer a help screen showing the keyword locations; *Speculator* (for QDOS and Amiga) comes with a program to allow keywords to be typed in full, as in 128K BASIC, but without the annoying delay. Get the best of both worlds by emulating *Beta BASIC* (a very good 'super BASIC') or by using Andy Wright's CPC emulator, which has its key options built-in.

Right, I think that's more than enough background – it's time to get specific. As I've mentioned before, there are rather a lot of Speccy emulators, so let's start with those running on the most popular machines – PCs, Amigas and STs.

PC emulators

Gerton Lunter's shareware *Z80* is the best ZX emulator for PCs, recently updated to support 128K as well as 48K programs.

Z80 suits anything from an 8088 with Hercules or CGA graphics upwards, including EGA and VGA in colour or mono shades. It renders 48K BEEPs via the PC speaker, and reasonable 128K sound through an Ad Lib or Soundblaster expansion card. It also lets you slow down emulation to match a real Spectrum – very handy if *3D Deathchase* gets too much on a 486! The old 8086 and 286 chips are too slow for most new games, apart from text adventures, but they can handle plenty of older programs. You see, modern Speccy games use all sorts of tricks and tweaks to move the screen from memory (where it's worked on to avoid flicker) to the actual display area, but in simpler times, this was achieved with a straightforward and rather slow block move. Now straightforward and rather slow block moves are just the sort of thing 8086/286 chips love, so the upshot of all this is that you can shed tears of nostalgia over games like *Manic Miner* and *Jet Set Willy* without having to splash out for the top-of-the-range kit.

Z80 also multitasks under *Windows 3*, so you can put *JSW* to the back and fiddle about with some boring work when the boss comes in or something, but this slows down the emulator and prevents you from loading more games from tape.

There are half a dozen more PC Spectrum emulators circulating in PD and Shareware libraries. Arnt Gulbrandsen's *JPP*, from Norway, is PD and a bit faster than *Z80*, but has fewer extras, demands VGA and only works on 386 or better processors. *Specem*, from the Irish Republic, emulates the Multiface 1 and includes a simple Z80 monitor. *VGASpec* and *Spectrum* come from Pedro Gimeno in Spain; the version of *VGASpec* currently floating around is a pre-release version and has been illegally copied, so watch out. Like *ZX*, from the Czech Republic, *VGASpec* and *Spectrum* are relatively slow and have their own snap formats. A different *VGASpec* and *SP*, both from Poland, are reportedly full of mistakes and easy to crash.

THE FIRST SPECCY EMULATOR

The very first Speccy emulator (probably) was Joe The Lion's for the QL. Announced as an imminent release as soon as the QL was unveiled, it never actually appeared. Unkind people said it was because JTL didn't realise at the time that the 68000-based 16-bit QL was an entirely different computer, rather than another model of Speccy. Oh. Dear.

Atari emulators

Specci is the only ZX emulator yet released for the Atari ST or TT. My copy came from Vienna via an All Formats Fair and has German documentation. The only demo provided with the program is a reasonable *Pool* game.

The emulator runs at about 20% speed on an 8 MHz 1 Meg STE, and a reputed 70-200% on a TT. I gather that poorly-translated English documentation is circulating, but haven't seen it, so be prepared to spend a few hours hunched over a German-English dictionary to get the best out of it.

Specci has both a file-requester for ST files and Microdrive emulation, but no apparent link for tapes or Speccy disks. My guess is that you need an RS232 link to an expanded Speccy or another emulator. Alternatively, programs do exist to convert Speccy +D files to the similar ST format (Jonathan has one which he uses to transfer the covertape software to an ST for compression) but, again, be prepared to put in some work to see the results.

Amiga emulators

The first problem you encounter with trying to emulate a Speccy on an Amiga is, where's the tape port? The answer is, there isn't one. You have to use a sound sampler. Yes, to load a Speccy tape game on an Amiga emulator, you use exactly the same method as if you were sampling a bit of techno! (Which, if you think about it, isn't too far removed from the truth.)

The first ZX emulator for AmigaDOS was the PD *KGB* emulator. I tried version 1.2. It works slowly, saving and loading snaps in its own format, and won't multitask with AmigaDOS. Since *KGB* was released it has been eclipsed by a ZX emulator from New Zealand.

Speculator, by graduate engineer William James, is currently running on QL QDOS, but is soon to be available on the Amiga A1200 at full Z80 speed. If you can't wait for the official Amiga release, you can use the rather long-winded solution of running QL *Speculator* under the PD Amiga QDOS emulator, or the ST equivalent (a case of an emulator emulating an emulator!) but the Amiga-specific version boasts better colour and sound, and works directly with MGT format disks. Once loaded, files can be transferred to Amiga format for faster loading.

As well as supporting Speccy disk formats, Peter McGavin's imaginatively-titled *Amiga ZX Emulator* also uses a sound sampler for tape input. Three types of sampler are supported, and McGavin supplies four versions of his emulator, tailored for old and new 680xx processors. It needs about 25 MHz to run Z80 code at full speed. The basic 7 MHz Amiga manages about 12 to 30% of Spectrum speed, depending on the program. Check you get the latest version, 1.6; earlier versions like 1.4, which is still available from many PD libraries, have poor 48K sound emulation.

Next month

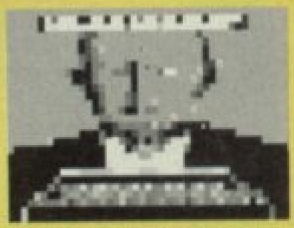
In the second part of our guide to Speccy emulators, Simon will be looking at versions for the QL, SAM and CPC, plus a few for more obscure computers* such as the Memotech and Einstein. Be there, or be playing a game on your genuine Speccy, or something.

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BG Services (PC), 64 Roebuck Road, Chessington, Surrey KT9 1JX
Daniel Thomas *(JPP)*, 101 Garner Street, Cliffe Vale, Stoke-on-Trent, Staffs ST4 7AX
PD Soft (Amiga), 1 Bryant Avenue, Southend-on-Sea, Essex SS1 2YD
Qubbesoft PD (QDOS), 38 Brunwin Road, Braintree, Essex CM7 5BU
Softville PD (ST/Amiga), Unit 5, Stratfield Park, Elettra Avenue, Waterlooville, Hants PO7 7XN
Telescan Computer Services (Amiga), Handsworth Road, Blackpool
TATORT Belgium (emulator bulletin board), +31-50-264840; V22, V32, V42 (bis optional)

Comparison table

EMULATOR	SN	MDV	ZXD	ZXT	MOD	HR	EK	MT	Type	MA
JPP	Y	N	N	N	48	640	N	N	PD	PC
KGB	N	N	N	Y	48	512	N	N	PD	Am
McGavin	R	N	L	Y	48	512	N	Y	PD	Am
Specci	N	Y	N	N	48	512	N	N	PD	ST
Speculator	Y	N	Y	Y	48	512	Y	Y	S	Am
Z80	Y	Y	L	R	48/128	512	N	W	S	PC


The man – the machine – the legend – the odd beard.

Key

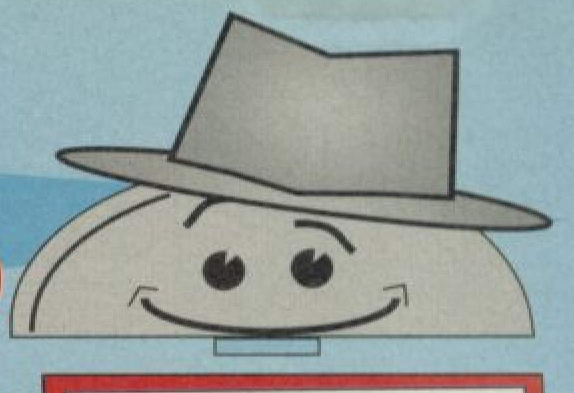
SN: MGT snaps.
MDV: Microdrive emulation.
ZXD: ZX disks. (Refers to BASIC, CODE and DATA file handling – not snaps.)
ZXT: ZX tapes.
MOD: Speccy model emulated.
HR: Host machine RAM required (in K).
EK: Easy keys – that is, you can enter keywords letter by letter.
MT: Multitasking.
MA: Machine required.
L: Load only.
PD: Er, PD.
R: Registered users only.
S: Shareware.
W: Window manager required.

● Arnt Gulbrandsen's *JPP* costs £2 on disk from UK distributor Daniel Thomas.

* No jokes please.

● UK shareware registration for Gerton Lunter's *Z80* costs £15 and is handled by BG Services (of VTX fame, Dial Hard fans). The full package includes Intel and Zilog source code, plus extra routines to convert snaps and SCREEN$, load tapes and slow down the emulator. The documentation, which is supplied on disk, runs to about 50 A4 pages, and from version 2 onwards has been available in Dutch, English and German.

SAM centre



SAM CENTRE

PREVIEW
EXODUS

Hang on, this has to be a mistake. A SAM release which isn't a puzzle game? Can't be. Unthinkable. Well, actually, it isn't a mistake. *Exodus* is utterly devoid of puzzles. Not a single sliding tile or matching pair is to be found within. It is, in fact, a cute and fluffy version of *Smash TV*.

Now *Smash TV*, as any *Smash TV* fan will tell you, is packed with action. The operative word is 'lots'. Lots of enemies, lots of bullets, lots of power-ups and lots of violence. And – hurrah! – *Exodus* seems to have everything.



And here's the game! It's a lot 'looser' than *Smash TV* in that the enemies move randomly, and you have to collect a number of items to leave the room, rather than kill everything.

The preview copy we were sent comes on two disks – the game, and the intro. The intro is pretty smart, aping that of the *Smash TV* sequel *Total Carnage*, with reporters wittering on about the situation, generals running briefing films and a stunningly bad joke about bottoms (this bit probably wasn't in *Total Carnage*). The best part is the briefing film – it's shown in flickery black and white, with silent film intertitles. Fab!



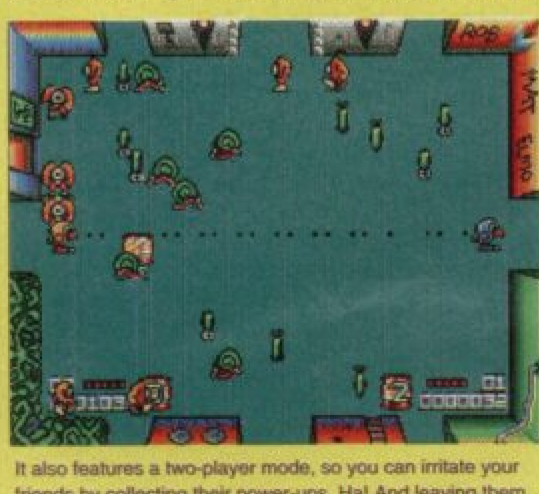
The game's also harder than the original – as the enemies mill about aimlessly, it's easier for them to overwhelm you. There's no hiding in the corners with *Exodus*. (Blast.)

The game itself looks like it could be a total stormer. Ours was a playable, almost complete but still slightly bugged version. And after an extended bout of playing, it seems to be full of Eastern promise, or something. The simultaneous two-player mode is 'there' (vital



A bit from the intro. This reporter (caught in mid-witter) sets the scene, wibbles on about mating pandas (?) and proves the programmers can't spell, hem hem.

for *Smash TV)* and although the enemies move randomly rather than homing in on you, there's still that frenetic and panicky feel to the gameplay. The control method (nicked from Jeff Minter's *Llamatron)* is clever – you fire continuously the way you're moving, but holding down fire 'locks' your gun in one direction. However, the really impressive bit is how much is actually going on. Glance at the screenshots splashed around. Busy, eh? And



It also features a two-player mode, so you can irritate your friends by collecting their power-ups. Ha! And leaving them relatively defenceless. Ha ha!

there's no slowdown, either – even with two players. Hurrah!

Gallantly playing through to the first big baddy revealed a giant mechanical bunny. Firing homing carrots. So we're looking at a very silly game here. (One of the levels is called 'Oh No!' and features you blasting hundreds of Lemming lookalikes.)

The final version's being tweaked and tidied at this minute, and we'll have a full review next ish. Basically.

FAX BOX

Game	Exodus
Publisher	Apex Developments
Price	£6 (yup, £6)
Release Date	Julyish
Contact	Apex Developments, 6 Hunter Rd, Arnold, Notts NG5 6Q2
Bottom joke	Somebody with a truly appalling sense of so-called humour

NEWS

A bit of news, a neat little preview, an enormous sandwich board – that's SAM Centre. This month: some news, and a preview! And a big noticeboard, and the words 'SAM Centre'. And Jonathan.

SAM TRADE-IN DEAL

Got a Speccy but fancy a SAM? Then West Coast can do you a nice little deal on that. In a move vaguely reminiscent of something, West Coast are offering £50 off the price of a SAM if you hand over any model of Speccy as well. It has to be a working model though, complete with power supply and manuals. (They're no fools, are they, readers?) Contact West Coast on ☎ 0269 826260.

CHRIS WHITE RETURNS

The programmer of *Prince Of Persia* and, er, something I can't tell you about yet (damn) has been battering away at a keyboard for the last month in order to finish *Pit Lane*. Described as *'Super Sprint* with guns via *Ivan 'Iron Man' Stewart's Super Off Road Racer'* by someone who can talk quickly, it's supposed to be really good. I say supposed to be – it was supposed to be (arf) here this month, but failed to turn up in a spectacular fashion. The only firm evidence of its alleged loveliness comes from Chris White himself, who says, 'It's so good, even I've been playing it.' Ye-es. Anyway, decide for yourself when *Pit Lane* is reviewed next month. (Insert clever driving metaphor of your choice; I can't be bothered.)

WRONG AGAIN

Contrary to the review, ESI's SAM megademo *The Lyra 3* (62%, last ish) is actually a 512K-only program. (Rats.)

WHITHER CODIGO?

On the off-chance that Codigo Software (or anybody who knows 'em) is actually reading this, where the hell are you? Codigo, for the bemused, wrote the funky *SAM Juggler* demo, then vanished. Could somebody please tell me where they are so I can start hassling them to write something else?

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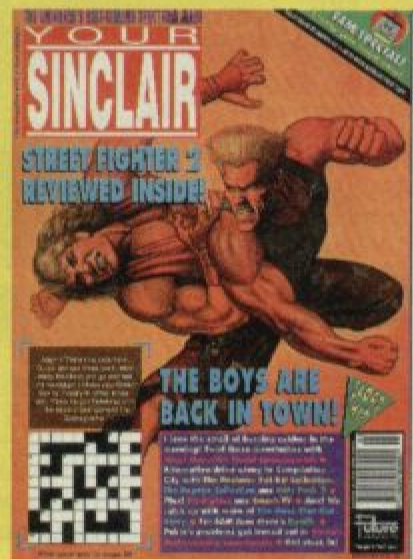
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Postcode..............................



86 Feb ONo YS86
Fun-filled tape includes the incredibly smart *Turbulence*, the final part of *Bored of the Rings* and a reader game called *Hexcellent*. Ace, eh? Inside there's a round-up of the year and *Robin Hood: Legend Quest* gets the once-over.



87 March ONo YS87
What a tape! It's got *Rebelstar, Soldier One* and *The Pathetic Pablo Bros*. Plus! A demo and a couple of utilities. Inside you'll find *Nigel Mansell's World Championship* and *Street Fighter 2* . A fruity pear of an issue!



88 April ONo YS88
Kill your friends! (Not literally.) Two-player *Rebelstar* is on the tape (along with a load of other stuff) while *DJ Puff* and new machine code column Ooh, Sourcey! brighten up the mag. There's also a Sylvester McCoy interview. Bwah!



89 May ONo YS89
Get some education! *Playdays* reviewed inside, with the evergreen *Chaos, Ano Gaia* and *Music Synth 48K* on the outside. (On the tape, clot.) Plus! Dial Hard, our new comms column. And! No mention of Richard Stilgoe.



90 June ONo YS90
Back (back! Back!) The YS Complete Guide To tackles 3D games and misses out quite a few (probably). *3D Deathchase*, the Best Game Of All Time, is on t'tape, and the +3 Musketeers ride up inside. Or in upside, whatever.



91 July ONo YS91
Blimey! It's a new game for the Speccy. *Dalek Attack* gets the YS treatment. Spook French game *Captain Blood 128K* sidles up to the covertape in a strange fashion, and Ooh, Sourcey! rounds off the screen compressor.

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ZUCCHINI CROSSWORD CLUES!

ACROSS
1. A wild creature of lone operations (I thought that was quite clever myself). (4)
3. What's between *SF2*'s energy bars (1,1)
4. One of the Dutch female fighters in *HKM* (5)
7. Level One *Final Fight* boss (I like me beat-'em-ups, me). (5)
9. *Exolon* clone from defunct Destiny. (4)
10. Your character in *Heavy On The Magick*. (4)
11. US Gold offshoot that brought us *Trantor*. (2)

DOWN
1. Chronically hard Martech vertical blaster. (3)
2. Fiendish? Or Hardest? (6)
3. Imagine gave us a *Legend Of* him. (4)
5. Blokes behind *Heartland* et al. (4)
6. Old Amstrad sister mag to CRASH and (erk) Zzap! 64 (5)
8. He's the last of the Bladeknights, don'tcha know. (4)

More Leigh Loveday buffoonery there, folks. Any answers gratefully received, although we know them already, which rather spoils the effect.

KILLER KOLUMN FROM OUTER SPACE!

Dreaded Casting

Oh no! After months of rumour that Arnie Schwarzennwhocanspellhisname was set to play **Judge Dredd** in a big screen treatment of 2000AD's most famous character, it has finally been revealed that a freshly revitalised Sylvestone Stallone (whose latest film, **Cliffhanger**, is doing big business in the States) will, in fact, star as the square-jawed law enforcer of the future. *(Oh no! Ed)* Perhaps it was the chin that tipped the balance in Sylvester's favour.

Yesterday's People

Is there no justice in this world? While we're still waiting for seminal seventies SF series **The Tomorrow People** to appear on video – okay it was rubbish, but it was fun rubbish and had one of the best opening title sequences ever – the 1992 remix version starring Kristian Schmidt has just been released. It was, like most remixes, a travesty of the original and, worse, had one of the most uninspired opening title sequences ever.

They're Destroying Everything In Their Path!

(Well, they're July's video releases, actually.)
Sapphire and Steel Story 6
Space 1999 Tapes 13 and 14
Doctor Who And The Silurians (with Jon Pertwee. It's the recoloured one, ie, everything looks browny-reddish)
Red Dwarf Season 1 The End and Waiting For God



Make your own political cartoon, lesson one. Simply affix a label to the Doctor reading 'Economy' or 'Ethics' or somesuch, and one to the deadly grasping mud hands of doom reading 'Popular opinion' or 'Greed' or something.

Boxing Bonnie

Coming up in October will be a special boxed set of all 14 episodes of the Colin Baker Doctor Who story **The Trial Of A Time Lord** which will set you back £34.99. Apparently the box will look like the TARDIS. The story, by the way, is very tedious and features Bonnie Langford – one for fanatics only.

Lethal Generation

Richard Donner, the director behind The Omen, Superman The Movie and all three Lethal Weapons, has allegedly been talking with various **Star Trek: The Next Generation** writers about a new multi-million buck SF TV series. Let's hope it's better than the current stateside crop of Trek imitators – **Highlander** is appalling, **Space Rangers** was cancelled after three episodes, **Time Trax** is just The Terminator without the Terminator and **Babylon 5**, despite some breathtaking special effects, is pretty dull.

Dave Golder

WERE THEY REALLY HAIRDRYERS?

Soon all will be revealed! Were all the spaceships based on losing entries to a Create A Spaceship Out Of Used Household Goods competition? Did they have to operate Paul Darrow by remote control? Were the sets made out of cereal packets? The answers will be found in **The Making Of Blake's Seven**, a special video the BBC has commissioned Kevin Davies, the brains behind the excellent Making Of Hitchhiker's Guide To The Galaxy, to write and direct.



Well, Blake didn't appear and there weren't seven of them but, apart from that, Blakes Seven was a pretty accurate title. Except for the missing apostrophe, of course. And the guns were curling tongs, anyway.

Next Month...

...the world's ultimate Spec mag sinks slowly into the west.

The Shed is closing its rough and badly-planed door for the final time. The light bulb is being unscrewed, and the unfashionable flower curtains are being taken down and made into dusters.

Yes, after a decade of being crap (in a funky skillo sort of way), YS is shutting up shop.

BUT!

We'll be having a special commemorative and altogether lovely bumper sort of goodbye party ish, full of blubby articles and misty-eyed reminiscence.

However, it'll be really good, honest.

YOUR SINCLAIR – we're taking it from the top just one more time.

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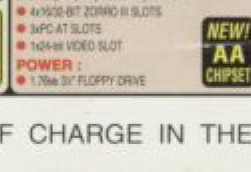
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